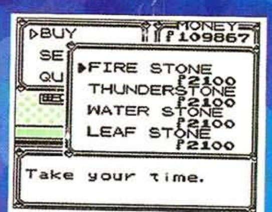
know how to evolve Pikachu into Raichu, you need help!

Hey, things change all the time, and the only way to keep up with it all is by reading *Nintendo Power*®. Who knows, you could even evolve into a Pokémon master. But to become one, you need to know everything there is to learn about these wild creatures.





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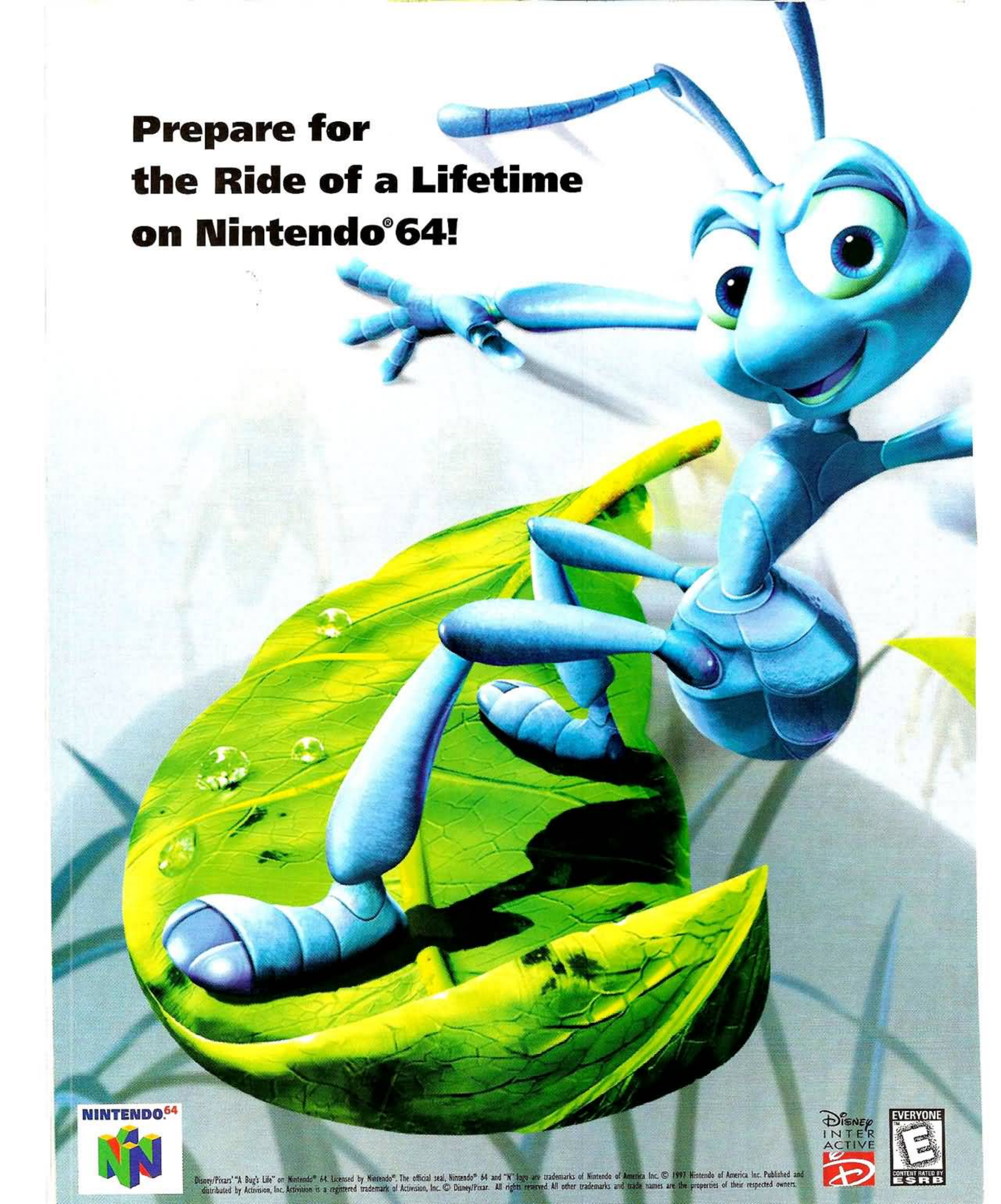
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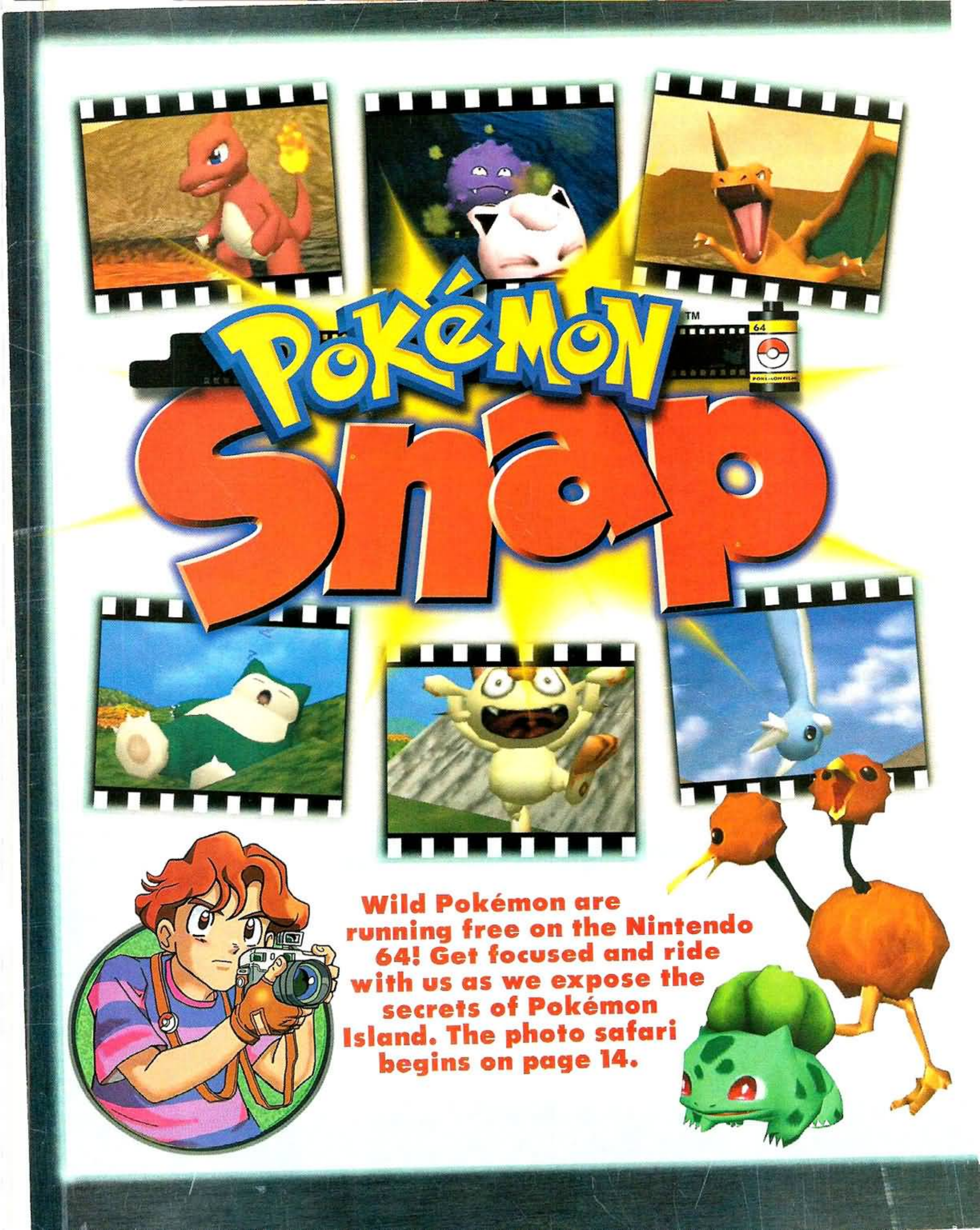
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Pokémon™
Snap
Wild Pokémon are running free on the Nintendo 64! Get focused and ride with us as we expose the secrets of Pokémon Island. The photo safari begins on page 14.

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VOLUME 121 • JUNE 1999





RAISE THE ROOF

KEN GRIFFEY JR.'s SLUGFEST

The heat is on! Baseball season is underway in the new N64 Griffey game, with all 30 Major League ballparks crammed to the rafters with updated rosters. We've got the critical coaching to help you come out swinging.

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SURVIVAL OF THE FASTEST

STAR WARS: EPISODE I: RACER

You'll want more than the Force to be with you when scorching through the hyperkinetic courses of the new *Star Wars* racing game. Grease your brain with our strategies, and you'll survive some seriously insane speeds.

Page 44



DIRTY TRICKS

WWF ATTITUDE

Ouch, enough already! You don't have to twist our arm to get the inside story on Acclaim's new WWF wrestler. We take this Pak to the mat against past wrestlers to find out what Attitude's so cocky about.

Page 52



JOIN THE TEAM!

We're forming an all-new reader advisory team—and we want YOU to apply!

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player's pulse

And the Oscar goes to...everybody who wrote in and suggested casting ideas for a Zelda movie. Some were inspired. In fact, we're still laughing over the idea that Richard Simmons should play Ganondorf. At least the living embodiment of evil would be a healthy body!



Cara Vignaroli, Oxnard, California

Super Smash Bros. Redux

Top ten characters that should be used in Rare Scare, a Rare-sanctioned sequel to Super Smash Bros.:

10. Conker the Squirrel
9. Mumbo Jumbo
8. Diddy Kong
7. Banjo Bear (with Kazooie)
6. Funky Kong
5. Joanna Dark
4. T.J. Combo
3. Tiptup Turtle
2. Solar Jetman
1. Cranky Kong

Ed Price
Anaheim, CA

Interesting choices, Ed. While we agree with the inclusion of Tiptup (he's one of our favorites here at Power, you know), we're surprised that you would leave off Lupus, the cybernetic canine from Jet Force Gemini! You of course realize, that because we've printed this letter, the Internet will soon be alive with rumors of a Rare fighting game.


Daniel Vasi • Elyria, Ohio

Casting Call

Who would I cast for a Zelda movie? Matt Damon as Link, Bill Murray as Mido and Val Kilmer as Ganondorf.

Casey Royer
West Leechburg, PA

I think Jeffery Jones (Principal Ed Rooney in Ferris Bueller's Day Off) would make a perfect Ganondorf! He's got the same face, with a big nose and sly, evil eyes.

Jason Mason
Hesperia, CA

For Link, I'd cast Leonardo DiCaprio. Geena Davis as Impa, Patrick Stewart as Ganondorf, George Wendt as King Zora, and James Earl Jones as the voice of the Great Deku Tree.

Ross Compton
Crown Point, IN

Al Pacino would be the best Ganondorf!

Andy Bolton
via the Internet

Yes, but do you want the king of evil saying "Hoo-ha!" every ten minutes?

Why not a computer animated Darunia with the voice of Sean Connery?

Julia Halverson
via the Internet

I think that Arnold Schwarzenegger would make a good Ganondorf.

Michael Richey
via the Internet

Drew Barrymore as Zelda and Uma Thurman would be a fantastic Nabooru!

Justin Harris
via the Internet

We've been bombarded with great casting ideas for an imaginary Zelda movie. Should the project ever get greenlighted, we'll be sure to make your opinions heard. Not everybody, though, is keen on the idea of a Hylian hero making his debut on celluloid. Read this...

Are you nuts? I guess no one has learned from the failures of Super Mario Bros., Street Fighter and Wing Commander. Video game story lines cannot be transferred to a movie screen. Writers aren't able to fill the holes in the story line, and then you just end up with a corny mess.

Jason Kalmbach
Chelsea, MI

Don't mince words, Jason. Tell us how you really feel. Seriously, it is extremely difficult to take a non-linear plot like Zelda's and transform it into a ninety-minute, three-act flick. And Super Mario Bros. wasn't that bad...okay, maybe it was.

Italian Animation Station

My little brother has been into Mario and the gang for a few months now. He says



Alex Preston • Oxnard, California

Background Art: Kelly Hyzer • West Jordan, Utah

that I'm lucky because I got to watch the Super Mario Bros. show when I was little. Frankly, I can't disagree. Could you either put the old episodes back on the air or make new ones?

Jake Hahn
Hamburg, NY

With the advent of 500 channels, there's always a possibility that the plumber could end up back on the tube. Maybe we could devote an entire channel to hyperactive Italian cartoon characters like Mario, Luigi and Roberto Benigni.

Star Wars: Episode I: The Letters

I just read Vol. 119's Pak Watch and I can't wait for the new *Star Wars* game! The Force is definitely with Nintendo this summer.

David Hines
Via the Internet

I've been counting down the days until the new *Star Wars* comes out for months. Thanks to Nintendo and the *Star Wars* racing game, I'll have something to do while I wait for Episode Two.

Jason Wallace
Via the Internet

Wow! I just got an eyeful of the *Star Wars* racing game and can't wait to see more! Will there be any more *Star Wars*: Episode I games for the Nintendo 64?

Barry Englebrook
Via the Internet

We were excited when we caught the first glimpse of Star Wars*: Episode I: Racer, and have been playing it nonstop for the last few weeks. As far as other manifestations of the Force on your Nintendo 64, we'll just have to wait and see what the Jedis at LucasArts have up their sleeves.*

Where Did He Get Those Wonderful Toys?

With all the video game-related action figures on the shelf like Turok, I have been wondering when Mario would show his face in plastic?

Jeff Applebaum
Portland, OR

We've offered Mario figures in the past, but we've heard rumblings that a new line of PVC Nintendo figures might be headed toward a toy shelf near you.

We Were Robbed!

While playing Mario Party, I have noticed odd things happening toward the end of my game. Often, the Koopa's predictions come true. For example, Koopa recently predicted that DK would win, and at that time, DK had no stars, three coins, and there were only a few turns left in the game. I, on the other hand, had five stars. So, one of the characters enters the chance game, resulting in all of my stars going to DK!

Danny Jarrett
Tucson, AZ

One of the things that makes Mario Party so much fun is how the tables can be turned without warning. We have experienced games when we were lagging behind, only to have good fortune smile upon us and rocket us to the lead.

April Fules

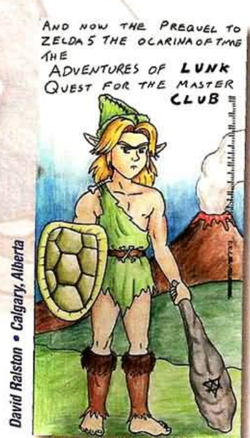
I was reading Vol. 120's Player's Pulse and noticed that in the response to the letter about the misspelling on the back of the Zelda box, you misspelled the word "written." You spelled it with two i's! And then, in the next response, you misspelled "personalize." What gives?

Jennifer Sells
Via the Internet

What gives is a little April Fool's tom foolery of our own. The misspellings were definitely on purpose. But believe every word you read in the Y2K exposé—we weren't joking there. Honest. Really.

The Difference Between Good and Great

I read pages on the Internet that always hail games as "the greatest game ever made." What makes a game great? Quite simply, I don't



David Ralston • Calgary, Alberta

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He just keeps going and going and going!

Stephen A. Decker • Cranberry Township, Pennsylvania

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power charts

After inviting themselves into the top three last month, Mario and his merry band have apparently decided to keep on partying. The Force might have to make do with fourth for only a month, though, because Anakin Skywalker and the wily Sebulba are racing onto an N64 near you this month!

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



Party animal Mario has made himself a home in the top three. Link maintains his Hylian hold on the top spot as her Majesty's secret serviceman holds on to second.

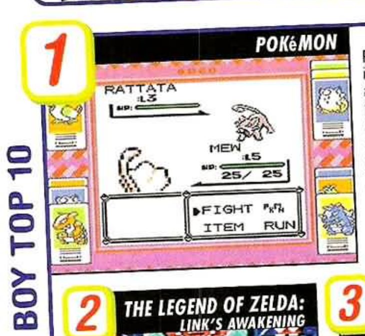
2 GOLDENEYE 007

3 MARIO PARTY

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	6
2	GOLDENEYE 007	NINTENDO	2	30
3	MARIO PARTY	NINTENDO	3	3
4	STAR WARS: ROGUE SQUADRON	LUCASARTS	4	5
5	BANJO-KAZOOIE	NINTENDO	5	11
6	WCW/NWO REVENGE	THQ	6	7
7	SUPER MARIO 64	NINTENDO	8	33
8	TUROK 2: SEEDS OF EVIL	ACCLAIM	7	7
9	MARIO KART 64	NINTENDO	10	30
10	STAR FOX 64	NINTENDO	9	25
11	NFL BLITZ	MIDWAY	17	7
12	WWF: WARZONE	ACCLAIM	—	8
13	CASTLEVANIA	KONAMI	11	2
14	DIDDY KONG RACING	RARE	13	19
15	BEETLE ADVENTURE RACING	EA	—	1
16	BATTLETANX	3DO	12	3
17	RUSH 2	MIDWAY	—	5
18	YOSHI'S STORY	NINTENDO	—	14
19	VIGILANTE 8	ACTIVISION	18	2
20	RAMPAGE: UNIVERSAL TOUR	MIDWAY	15	2

GAME BOY TOP 10

1 POKéMON

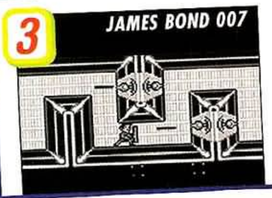


Pikachu is on top, and he isn't about to budge for anybody. And judging from the Most Wanted list, players only want more. The big Game Boy surprise this month is the reappearance of Kirby in seventh place—we haven't seen him on this page for a while.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING



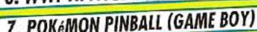
3 JAMES BOND 007



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	7
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	2	74
3	JAMES BOND 007	NINTENDO	5	14
4	TETRIS DX	NINTENDO	—	79
5	DONKEY KONG LAND	NINTENDO	9	53
6	FINAL FANTASY LEGEND 3	SQUARE	6	69
7	KIRBY'S DREAM LAND	NINTENDO	—	79
8	WARIO LAND II	NINTENDO	7	15
9	DONKEY KONG LAND 3	NINTENDO	4	19
10	DONKEY KONG LAND 2	NINTENDO	8	34

MOST WANTED

1. POKéMON STADIUM (N64)
2. POKéMON SNAP (N64)
3. POKéMON YELLOW (GAME BOY)
4. SUPER MARIO 64 2 (N64)
5. SUPER MARIO RPG 2 (N64)
6. WWF ATTITUDE (N64)



7. POKéMON PINBALL (GAME BOY)
8. STAR WARS: EPISODE I: RACER (N64)



9. DONKEY KONG 64 (N64)
10. MARIO PARTY (N64)

believe graphics, sound or design decide whether a game is great or not. I believe the deciding factor is game play. In my opinion, GoldenEye and Mario Kart 64 are the best games for the N64. These games can be played for hundreds of hours. Using the time-saving feature of GoldenEye, competitions have been set up on the Internet where people can compete and rank. Likewise with Mario Kart 64. There is no end; only room to get better.

Wes McKinney
Via the Internet

You're right—those are both great games. Not only do they have great graphics and sound, but they also definitely have plenty of replay value. And the fact that people use the Internet to set up competitions across the country only speaks to their broad appeal.



Whistlin' Winner!

Matthew Ball of Auburn, Washington, was blanketed with a flurry of luck when he entered the Vol. 107 Player's Poll contest. Matthew scored a brand new Lamar snowboard and shreded the slopes of Whistler's N64 Snowboard Park. In addition to carving across the wintry wonderland for three days, Matthew took home a copy of 1080° Snowboarding for his N64, so that he can board virtually all year long!



Matthew Ball strapped his new board to his feet and schussed down the mountain like a pro!

WINNER!

E3 or Bust

One of these years I'm going to have to sneak into E3 just to get my hands on all those cool new games coming to the N64. Is there any way that a gamer can visit E3, or do I just need to stock up on camouflage?

Ryan Miranda
Via the Internet

Don't run down to your local Army surplus store just yet, Ryan. Since E3 is a trade show, it's not open to members of the public. If the 24-page E3 guide last month isn't enough to tide you over until those games actually hit the shelves, watch for our E3 follow-up next month.



Andrew Starbuck • Tucson, Arizona

Jessica McKay • Colorado Springs, Colorado

WRITE AWAY RIGHT AWAY!

Hey, did you check out that amazing E3 lineup in the last issue? There's a pile of exciting games headed for the N64 and Game Boy Color over the next year. Which games made your pulse race? Donkey Kong 64 or Perfect Dark? Taz Express or Resident Evil 2? Let us know which games you can't wait to slide into your N64 and Game Boy!

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NINTENDO POWER SOURCE

www.nintendo.com
E-mail: nintendo@nintendo.com



The shores of Pokémon Island are about to open and allow visitors! Prepare for an experience like no other as you travel through a three-dimensional Pokémon playground, snapping souvenirs along the way.

A Personalized Pokémon Photo Safari

There won't be any rumbles with Team Rocket on this trip—Professor Oak has strictly forbidden Pokémon collectors from the island because he knows they would overrun it in seconds. Instead, he has invited Todd, a young and gifted photographer with an eye for capturing wildlife on film. As Todd, you must travel the varied terrain of Pokémon Island and help the Professor complete his report. It won't be easy, though. Professor Oak will judge all of your photos, so you'll need luck and a trained eye to impress him!

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Gotta Print 'em Out

One of the best features of Pokémon Snap is that you'll be able to convert your pictures into stickers. It's simple: just build up a portfolio of snapshots, then take your game down to the nearest Blockbuster Video store and print out your favorites. It'll cost you a measly three bucks for 16 stickers—prices will be slightly higher in Canada—and the process takes no time at all. One-hour photo shops must be green with envy.

Turn Your Masterpieces into Stickers



The Gallery is made up of your four best shots, each of which will produce four stickers when you print them out at Blockbuster. You can shuffle these four around with pictures from the Report or your Album.

Sticker at Actual Size

Each of the 16 stickers on a sheet will be exactly this size and resolution and will adhere to most surfaces with ease.



The Sticker Machine Accepts All Major Pokémon Credit Cards











Look for the Pokémon display at your local Blockbuster store, then purchase a collectible smart card at the counter. Plug your Game Pak and the card into the display, choose your shots and print them up!



Put Your Best Shots in the Gallery

Just like a family vacation, Pokémon Snap produces some great memories on film—some pretty, some scary and some downright hilarious. No two pictures will be identical, so sort your shots using the Gallery's full-screen capabilities and then print up the créme de la créme. Once you have lots of cool stickers, categorize them however you want and do some trading with your pals.



Best Action Shot



Funniest Scene



The Gallery



Biggest Bully



Crankiest Pokémon

Level One A Day at the Beach

A slow cruise along the shore is just what the professor ordered for your first trip, so take your time getting used to the camera—you don't have to see everything at once. Don't worry if you can't get a good shot of a particular Pokémon because you'll come back to each level many times as you get more and more items to use as bait. One great shot is all it takes to make a trip worthwhile, so concentrate, point and shoot!

A Special Tip from Professor Oak

Through the ocean mist, you can just make out Lapras as they surface offshore. It's anyone's guess when and where they rise up, so constantly scan the horizon. Even if they're far away, keep shooting!



Double Your Pleasure



One Pokémon is great, but if you can manage to get more of the same kind in the picture, the professor will reward you with extra points. Don't go overboard, though, or you'll be penalized for not having your Pokémon centered inside the frame.

Get Trigger Happy





You'll have 60 shots in each roll of film, so don't be afraid to shoot like crazy. If you catch a Pokémon doing something exciting, keep snapping away—that way you'll have a lot to choose from for the report.



Photo of the beach provided by our special aerial cam.

C'mon Over, Pikachu!



Pikachu pops up in all manner of strange places, and you can usually rack up big points by getting it to do different things. The little electric-type seems to enjoy pieces of Pokémon Food, so try to lure it closer for a nice big shot. The happy look on its face won't hurt, either.

Name That Pokémon



When you take lots of pictures, you're bound to get a few that are slightly less than perfect. Take this shot, for example. We're up close and personal with a brownish, feathered Pokémon, but which one is it?

Shh! It's Naptime!



You may or may not recognize the rotund belly of this Pokémon—even if you do, you won't be able to get a picture of it unless you can disturb the peaceful afternoon snooze it's enjoying amidst the flowers. Pokémon Food won't do it, but something else might...

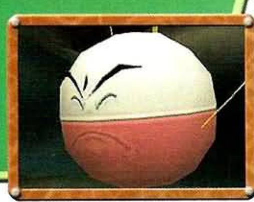
Level Two

Tunnel Vision

We hope you enjoyed the sunshine while you were on the beach, because the next quest is going to be dark and spooky. The Zero-One will take you through a defunct underground power-plant crawling with eerie creatures, many of which are electric-type Pokémon. It seems natural to see Electabuzz and Electrode near an old power plant, but it makes us wonder if the electricity might be turned back on somehow...

A Special Tip from Professor Oak

Electrode get angry if you pelt them with Pokémon Food—often they get so mad that they self-destruct. Their explosions can trigger interesting events, so don't be afraid to set them off.



Be Quick on the Draw





You need to be fast in this business because the great shots don't wait around. When the doors open, you'll have to be lightning-quick to catch the Zubat as it flaps past.



Photo of the tunnel provided by our burrowing tunnel cam.

Purple Haze



There are a couple of suspicious purple glows floating around, and your handy view identifier won't be able to identify them. Snap some shots anyway—you never know what might develop.

Where There's Diglett...



A Pikachu playing with a lone Diglett is cute fare for beginners, but a flickering display on the wall seems to suggest that there might be more Pokémon around. A Dugtrio, perhaps?

Mmm...Pokémon Food



No matter how much you maneuver, the Magnemite always seems to avoid your camera lens by vibrating wildly whenever you zoom in. Try tossing Pokémon Food to distract it and you may even catch a glimpse of a Magneton.

Name That Pokémon

This Pokémon has no attacks, relying instead on its hard shell to protect it from the other cave dwellers. You can grab great shots of it when an Electrode explodes nearby, but you definitely don't need to be this close.



Level Three Hot, Cross Pokémon

The area around the volcano is practically erupting with Pokémon, and it's up to you to brave the molten pathway and catalogue them all! If you've already received some Pester Balls, try hurling one into every smoking crater you see—you never know what might appear if you make a perfect shot. The unpredictable fire-type Pokémon that make their home here are often temperamental, so be careful which ones you antagonize.



A Special Tip from Professor Oak

Remember, you have a limitless supply of Pester Balls. With that in mind, there's nothing stopping you from throwing them everywhere. Practice tossing them into craters and you may glimpse some rare fiery Pokémon!



Photo of the volcano provided by our special aerial cam.

Whoa There, Rapidash!



A galloping Rapidash is good enough for the Pokémon report, but the professor will be extra-pleased if you manage to catch one rearing up and neighing. Toss some food in the Rapidash's path to get it up on its hind legs.



The More, the Merrier





Spotting a Charmander is easy on this level, but luring a bunch of them together for a group shot is tougher. Toss some food to the pair near the Moltres egg and they'll call their buddies. After that, it's a waiting game.

Strike a Pose



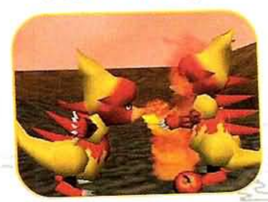
Vulpix are shy creatures, and if they notice your Zero-One approaching they'll generally run away and face the wall until you've passed by. Throw a piece of food out and watch them instantly lose their inhibitions.

Name That Pokémon



What is that, a flipper? A wing? A super close-up of a Pokémon's handlebar mustache? The creature outside the frame is hot and bothered, and it's the final evolution of one of the common volcano Pokémon.

Pick a Firefight



The professor likes to see pictures of Pokémon duking it out in the wild, so he won't blame you if you happen to drop a tasty treat directly between two hungry Magmar. There's nothing like an outdoor barbecue!

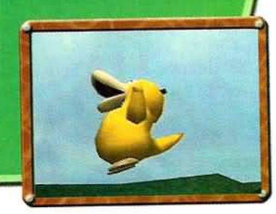
Level Four

Keep Your Hands in the Boat!

Don't sit and admire the Zero-One's new pontoons—there's a river to explore! The river's edge is full of Pokémon, but coaxing them out of hiding will require all the tricks in your bag. Throw Pokémon Food and Pester Balls all over the landscape and frequently toot your Poké Flute to try to scare up a Pokémon hoedown. Watch the water, too, since a piece of food just might startle a water-type Pokémon to the surface.

A Special Tip from Professor Oak

It's definitely not nice to abuse wildlife, but you'll never get a high point total on your Psyduck picture unless you knock it out. It'll leap quickly out of the water, so you'll have to be fast.



The Old Fishing Hole



With so much aquatic life jumping, it's a wonder there aren't more fisherman. The Slowpoke on the bank doesn't seem to have anything better to do. If you can coax it to a hot spot, it might go bobbing for Shellder.



Photo of the river provided by our jungle tree cam.

Firmly Planted



This appears to be the top part of a Vileplume, sluggishly emitting Poison Powder into the air, but attempts to photograph it result in failure. Try everything you can to convince this grass-type that it's more fun outside than underground.

Peek-a-boo



The Poliwag are jumping in the bushes, but their erratic behavior makes it difficult to get a clear shot at them. Try hurling a few Pester Balls to send them charging down the slope and leaping into the water.

A Fork in the River





Often you'll spot a secondary path leading out of the area, so keep your eyes open. The button on the grassy beach is a sure indicator of another route, but you'll need to find some way to activate it.

Name That Pokémon

What's green, hangs perfectly motionless and will never attack until it evolves into its next form? You'll have to somehow coax this Pokémon down from the canopy of trees to snap an extreme close-up like this one.



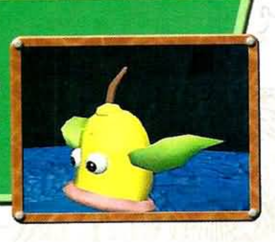
Level Five Spelunking for Pokémon

My, my, that Zero-One is a versatile machine! Sporting jet thrusters that allow for smooth hovering, your trusty vehicle now takes you deep into the caverns of Pokémon Island. The dark rock formations are ominous but pretty, so don't hesitate to take a few scenery pics if something catches your eye. You'll find all sorts of Pokémon that shun the light as you meander through the ancient caves, so keep snapping!



A Special Tip from Professor Oak

The Weepinbell doesn't seem to have anything better to do than endlessly circle its little pool. The water looks quite nice. Don't you think it needs to be convinced to hop in for a refreshing dip?



Get a Little Closer



Those gray globs in the distant caves are Grimer, and if you keep shooting pictures of them a third should appear around the corner for a sweet close-up. After you catalogue it, toss a few Pester Balls for fun.



Photo of the cave provided by our captain cave cam.

Don't Judge a Book by Its Cover



It seems a little odd to see that three Bulbasaur have wandered into the cave from outside—normally they don't stray very far from grassy areas. It's up to you to find out what's up!

Get Cracking on the Egg



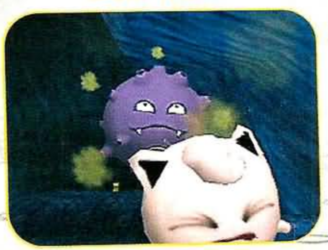
There's a rock-hard egg near the exit, and no amount of pelting with food or Pester Balls will coax it open. The two Jynx might be able to work a little magic, but they seem to be catatonic. Maybe some wake-me-up music is in order.

Name That Pokémon



Who's the owner of this shock of blonde hair? There aren't many Pokémon adorned with colorful outfits and wild hairstyles, so you might be able to guess the identity of this unique ice/psychic-type Pokémon.

Clear the Air



All three of the Jigglypuff you might see in the cave are being tormented by smelly Koffing. It doesn't seem like a fair fight—you'd better intercede by throwing Pester Balls or Pokémon Food at the poisonous globes.

Level Six Ride the valley rapids

This river is a lot less tame than the pleasure cruise earlier in the game, so you'll need to shoot fast if you hope to snap decent shots as you roar through the white water. Pokémon thrive in the valley, from the rock-types clinging to the cliff walls to the water-types that leap up whenever you throw Pokémon Food into the river. Get a good grip on the Zero-One and try to stay focused as you try to tame the rapids!

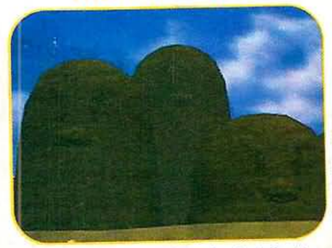


A Special Tip from Professor Oak

Those aren't just boulders up there! We've spotted these three Graveler clinging to the cliff wall before, but so far we haven't been able to get them down. There has to be a way to get these rocks to roll!



There's Pokémon in Them Thar Hills!



Those mountains...somehow they look familiar. As it turns out, there's scenery that resembles Pokémon in every level, and if you can find the prof in the valley, he'll send you after it.



Photo of the valley provided by our special aerial valley cam.

Heeere, Mankey!





There's a button toward the end of the level that must open up a new path, but there's no Pokémon around to press it for you. The Mankey on top of the nearby hill is your best bet, but since it's out of range you'll have trouble luring it down to the shore. There's got to be a way...

Whirlpool Party



You'll find all sorts of life near the whirlpool. Dratini frolic near the edges, but it seems more than likely that other Pokémon lurk nearby, just waiting for an excuse to come up and play.

Fish out of Water!



This Magikarp was first spotted jumping out of the water at the first bend of the river. A few Pester Balls knocked it toward a Mankey, who punched it over here. One more direct hit and who knows what might happen to it?

Find That Pokémon

This shot didn't come from the level, but if you can find the professor's secret cove he'll send you out after six scenery pics. Snap those and you'll head to the Rainbow Cloud to search for this rare creature.



When All The Trouble Is All Your Fault,













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Be A Man
And Stand Tall.

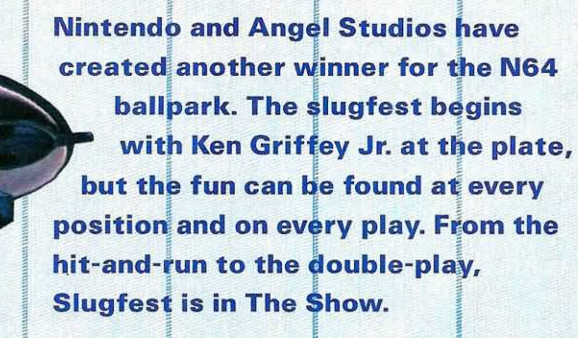
SUPER ED'S
RED HOT
TOMATOES
KETCHUP

EVERYONE
E
CONTENT RATED BY
ESRB

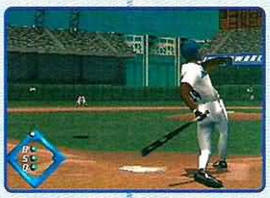
It's Ed' s mess and Ed's going to clean it up!

Ed's toxic goo turned the world crazy -- tomatoes are rioting, carrots are biting back, and Grögh the Hellish wants Ed's head. Help Ed right the wrongs in 12 wildly animated worlds -- insane puzzles, killer vegetables, dangerous dungeons, and more. All caused by Ed. It's the biggest trouble anyone's ever gotten into... or out of.





Nintendo and Angel Studios have created another winner for the N64 ballpark. The slugfest begins with Ken Griffey Jr. at the plate, but the fun can be found at every position and on every play. From the hit-and-run to the double-play, Slugfest is in The Show.





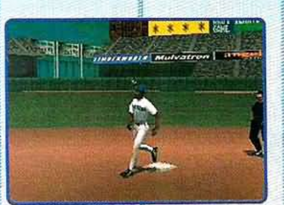
KEN GRIFFEY JR.'S Slugfest™

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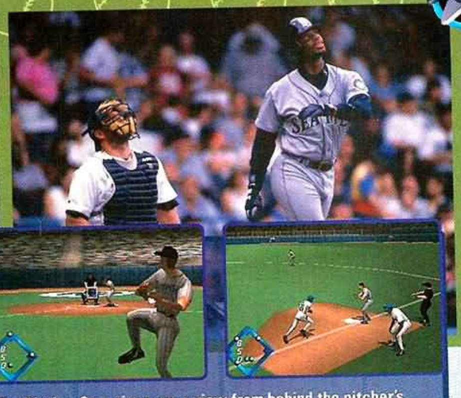




Slugfest's high-res graphics may be the most obvious improvement over last year's Griffey, but all areas of the game have seen major upgrades. And this year's Create-a-Player option is one of the best in the league. The result is a fast, fun, easy-to-play baseball game that's in the thick of the N64 pennant race.

NOW BATTING

No matter what sort of baseball experience you're looking for, Slugfest has the bases covered. There's enough depth at the higher difficulty levels for sim players to have realistic seasons, and for exhibition and two-player games, Slugfest has the speed, ease of control and cool graphics to make it a grand slam.



Exhibition Game

For a two-player match or a quick game, Slugfest's Exhibition Mode is the right choice. Players choose teams, ballpark and game options that include assisted running and fielding and commentary from Ken Griffey Jr. All the lineup and bullpen options are available. You can pick up free agents, as well.

The Pitcher Cam gives you a view from behind the pitcher's mound when you're playing defense. The game automatically switches cameras to show all the action from the best angle.



Season

Up to four players can go the distance with the Season Mode. You can choose any MLB team or build a team through the draft. Trading, free agency and injuries are some of the other available options. Seasons can be limited to the pennant races or can be started after the all-star game or on opening day.

Simulation fans who make the commitment to a full schedule will play every role on the major league team from manager to player. One season's progress and stats are saved on the Game Pak.



World Series

If you're just interested in the Fall Classic, you can jump straight to October using the World Series Mode. You pick the AL and NL champions and all the other settings, including one of three skill levels, arcade or classic batting style, music and graphic resolution.

Slugfest has Medium, High and Super resolution options. The Super resolution requires the Expansion Pak, but Medium and High resolution are available in any game mode, including the World Series.



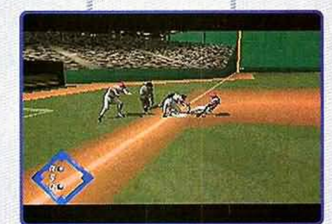
Home Run Derby

The Home Run Derby is a quick, but fun, skill game. The pitcher will toss you very hittable balls, but some may not be ideal. In this derby, you don't have to swing at every pitch or risk an out. Up to four players can hit with any MLB slugger to see who's the best.

Players have two batting orders in the Home Run Derby. In Alternating order, one player follows another after every out. In Traditional order, each hitter gets all ten outs all at one time.

DEVELOPMENTAL DECISIONS

We talked to the development team at Angel Studios about the making of Ken Griffey Jr.'s Slugfest to get some insights into what they consider important in a baseball video game. The answers we received reflect every team member's commitment to creating a world class baseball game second to none.



"I think it's important to realize that pure realism is not necessary in making a video game. But at the same time, it is absolutely essential that the game carry the illusion of reality. This balance between fun and realism is where game design comes into play."

Charles Eubanks, Angel Studios, Lead Programmer



"My basic video game philosophy, which I learned from seven years experience working with Mr. Miyamoto, is, 'that a video game has to be fun and unique, even if it's a sports simulation.' I am also concerned with quick game play."

Shigeki Yamashiro, Nintendo, Producer and Game Designer

Batting Style

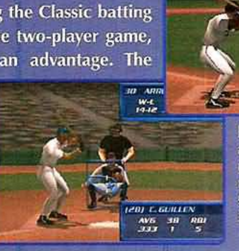
Slugfest gives players two options for batting. In the Arcade style, you can move the batting cursor during the pitch. The idea is to align the batting cursor with the incoming ball to make contact. The size of the cursor depends on the skill of the player. The Classic style of batting simplifies the process so that the batter simply times the swing to hit the pitch.



The Arcade style of batting allows you to place the ball or curve it, making it more difficult for the defender to field the ball.

Pitch Graphics & Cam

The Pitch Graphics (strike zone and pitch cursors) can be turned off when using the Classic batting style. This is important for the two-player game, so the batter doesn't get an advantage. The Pitcher Cam positions the camera behind the pitcher's mound for the pitch then switches to traditional cameras once the ball has been hit.



Pitching graphics variations can make the game easier or more realistic. The Pitcher Cam puts you out behind the mound.

Lineups & Bullpen

Slugfest gives you all the options to manage a realistic Major League squad through a game or a season. Before the game begins, you can adjust your lineup from the default settings, moving players around in the lineup, using backup players, and making adjustments for injuries. When the call to the bullpen comes, you can choose from any of your relievers.



When you no longer hear the power-up sound during a pitch, it means that the pitcher is exhausted and it's time to bring in some relief.

Sportswire

With Ken Griffey Jr.'s Slugfest, you don't have to go on the Internet or tune in to ESPN to get all the latest news on your season. Just turn to Sportswire. You'll see the latest standings, statistics, scores, schedules and transactions. Whether you're looking for a new player to pick up or scouting out the competition, the Sportswire has the best info.



The default numbers come from Stats Inc., but they'll be updated throughout the season to reflect simulated player performances.

Stadium Select

Players can choose to play in any of the 30 stadiums in the Majors including the latest ballparks, such as Seattle's Safeco Field and San Francisco's 3COM Park. It doesn't matter which teams you choose. You can also play in the day or at night or take a fly-through tour of the stadium. Stadium stats include the distances to the wall in left, center and right fields.



View the field before playing ball. If you want to score big points, look for ballparks with short distances to the wall, or head to Coors Field in Colorado.

Create A Player

Slugfest includes a terrific Create-A-Player option with 12 options including temperament, eight batting stances and hand preference for throwing and hitting. The coolest feature is that the P.A. announcer will recognize 350 first names, 725 last names, and 100 baseball nicknames so that when your custom player goes to bat, the announcer will tell the world.





Custom players have seven hitting and five pitching attributes. A limited number of skill points must be distributed among the attributes.

DEVELOPMENTAL DECISIONS

The development team also discussed topics including their favorite aspects of the game. Many of the developers liked the ease-of-play in this year's game. Others mentioned the improved graphics or some of the new customizing features like Create-A-Player.

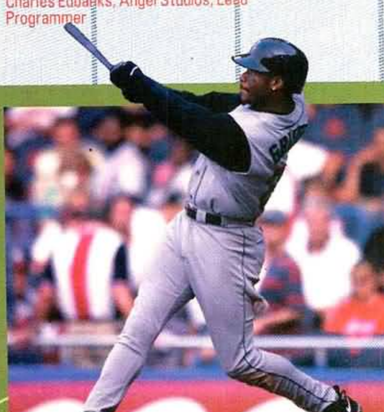


"My favorite part of the game is the Wide-screen Mode. It opens up your field of view and really adds to the game experience for me. It's more like being there. Plus, Wide-screen Mode doesn't require the Expansion Pak."
Steve Reed, Angel Studios, Project Director



"I like the freedom to customize the game to your personal tastes. Not only can you make choices about the audio and graphics, but you can also create customized players whose names get announced over the P.A. system."
Charles Eubanks, Angel Studios, Lead Programmer



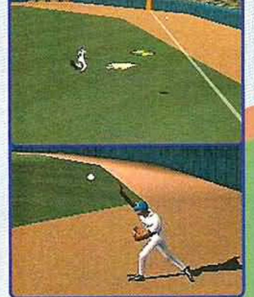


Strategic Thinking

We've polled our top players to come up with the best strategy tips for playing Ken Griffey Jr.'s Slugfest. Some of the strategies just make good baseball sense, but some of the tips are based on the way this particular game behaves. For even more in-depth strategies, check out these strategies from the development team at Angel Studios.

Fielding

CUT OFF THE BALL BEFORE IT ROLLS TO THE WALL



On grass or turf, the ball will roll all the way to the wall on most hits. It's very important to place your outfielder between the ball and the wall to stop it and hold any runners.



Hitting/Running

TAKE THE LEAD WITH PINCH HITTERS/RUNNERS



If your opponent switches pitchers to create a mismatch, turn the tables on him by bringing in a pinch hitter. Go to the Lineup option and switch in the reserve of your choice. You can also put in a pinch runner, preferably a fast player who can steal bases.











Fielding

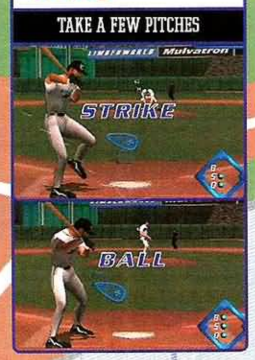
CHARGE THE BUNT OR THE DRIBBLERS



Always charge bunts and dribblers, because the ball moves slowly from one defender's zone to the next. Select the closest player using the R Button, then charge to make the play.

Hitting

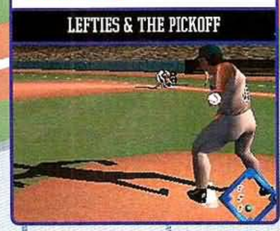
TAKE A FEW PITCHES



Each pitcher has a limited number of pitches he can throw. Be patient and try to identify the types of pitches, the locations of the pitches and how much they break near the strike zone.

Pitching

LEFTIES & THE PICKOFF



Since southpaws face first base before the windup, they can make the throw to pick off runners with a long lead faster than righties. Press Z and the right C Button to see how much of a lead the runner has taken, then make the throw.

Fielding

TIME YOUR JUMP OR DIVE

Defenders can jump or dive for the ball using the A and B Buttons, but to make a spectacular catch takes excellent timing. It's always harder to make the catch when diving to the side.

Hitting

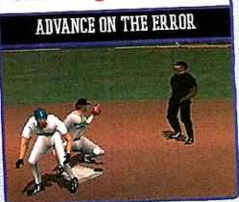
THE SACRIFICE FLY



In the right situation, when you have a runner on base and you need to manufacture a run, the sacrifice fly is a good tool. It's easiest to hit a fly using the Arcade batting style.

Running

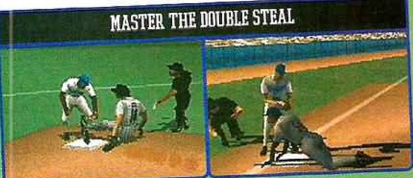
ADVANCE ON THE ERROR



Ballplayers in Slugfest are not perfect computer drones. Now and then they'll make a bonehead play and throw the ball away. When they do, use the opportunity to advance 90 feet down the basepath.

Running

MASTER THE DOUBLE STEAL



It's not easy to get a double steal, but you can set it up easily enough in Slugfest by tapping the appropriate C Buttons to send the runners at first and second on the pitch.



Fielding

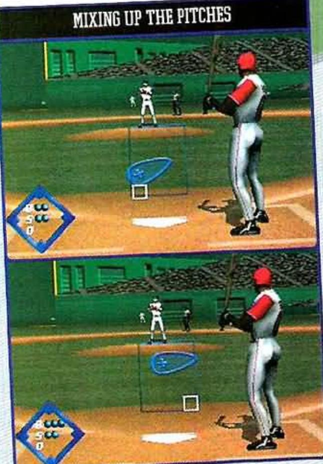
THE CUTOFF GUY



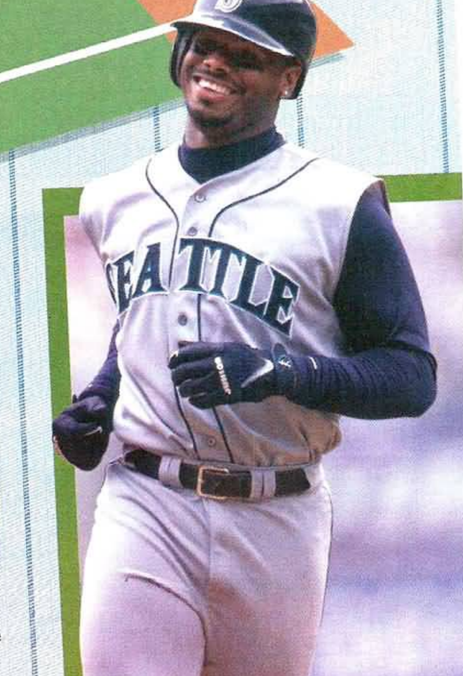
Take into account where a base runner is located and where he's heading when deciding which infielder should be the cutoff man in the case of an opposite field base hit.

Pitching

MIXING UP THE PITCHES



Confuse batters by throwing several pitches to one location, then throwing to the opposite side. Pitching high and low in the strike zone also keeps batters off balance. Even better, use sliders and curve balls to hit the corners of the strike zone.



The Inside Pitch

In addition to talking to the development team about the process of creating Ken Griffey Jr.'s Slugfest, Nintendo Power asked for their favorite tips and strategies. Some of the tips are based on the programmers' deep knowledge of the game parameters and AI, while they learned others after countless hours of play testing.

THE PITCHING COACH

1. Mixing It Up

Paul Skibitzke, Programmer



Two things will reduce the chance of the CPU batter getting a hit. Throwing two "slow" pitches then one fast pitch increases the chance of the batter swinging and missing. The second technique is to throw to one corner for two pitches then to throw to the opposite corner, which increases the chance that the batter will miss.

2. Know the Batter

Jeremy Jessup, Programmer



CPU batting is based in part on the player's personality type. Aggressive hitters are more likely to chase bad pitches outside the strike zone, whereas patient hitters will wait for a good pitch. Skillful pitchers will go after the patient hitters and tease the aggressive hitters.

3. Use the Power

Charles Eubanks, Lead Programmer



Experiment with the power-up feature. The longer you hold down the pitch button, the more curve or speed you'll get on the ball. To get full power, hold down the pitch button until you hear a "clunk." Save these pitches for key moments. If you're not careful, you'll quickly wear out your pitcher using this technique.

4. Breaking Pitches

Jeremy Jessup, Programmer

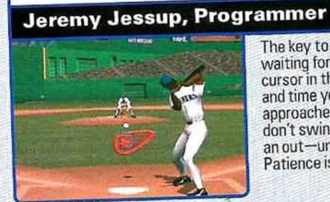


Use "after touch" with breaking pitches. Aim outside the strike zone as the pitcher begins the pitch, then pull hard toward the strike zone with the Control Stick. CPU batters often give up on the pitch even though it will be a strike. Keep in mind that as pitchers get tired, the distance that the ball breaks will decrease.

THE HITTING COACH

1. Home Run Derby

Jeremy Jessup, Programmer



The key to hitting a lot of home runs is waiting for a good pitch. Position your cursor in the middle of the pitch target and time your swing as the ball approaches. If the ball drifts outside, don't swing! You won't be charged with an out—unlike last year's game. Patience is the key.

2. Put Some Spin on It

Kyanosh "Ken" Kamdar, Programmer



It's tricky, but if you wait to swing, you can give the ball some serious curve. The trick is to wait until the ball is just about to cross the plate, then push the Control Stick and make contact. When the ball hits the ground, it will curve, making it hard for the fielder to get the ball.

3. Anticipate the Pitch

Jeremy Jessup, Programmer



Anticipate the curve of a pitch by placing the batting cursor in the most likely location in the strike zone. For example, if a CPU pitcher's pitch cursor appears just outside and above the strike zone, anticipate that the ball will curve across and into the strike zone about belt high and place your bat cursor there.

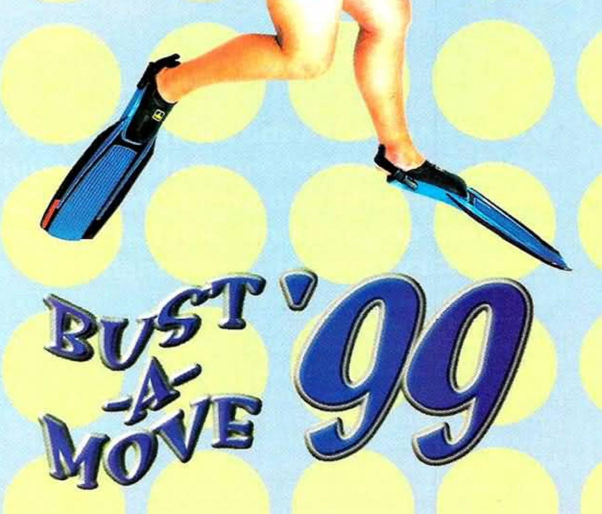
4. Righties & Lefties

Charles Eubanks, Lead Programmer



Pay close attention to the pitches and handedness (lefty or righty) of the pitcher you're facing. He's allowed only a certain amount of break on each pitch, and it's not the same in each direction. Be ready to move the bat cursor based on where the pitcher is likely to curve the ball's path.

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Take on 8 outrageous characters!



Engage in all-new, challenging 4 player action.









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You've laughed at the movie bloopers. Can you avoid making worse mistakes? Activision now brings Flik's flick to life on the N64, and our tips and your green thumb will top Hopper and his mercenary crew of ant-crunchers.

After leaping to home video in April, A Bug's Life has crawled into the N64 with 15 levels of animated game play. From Flik's quest to find insects to defend against the grasshoppers to the final showdown with Hopper, A Bug's Life puts you in Flik's feet as he meets the circus troupe and faces off against bug bosses. The game revisits the movie's fun landscapes with 3-D dirt mounds as huge as hills, pieces of trash bigger than buildings, and trees as tall as skyscrapers. But the N64 version also lets you use Flik's inventions and gardening tricks. You'll use his harvesting machine to make short work of collecting grain. And from seeds you'll raise plants that will help Flik accomplish much more than his ant colony ever thought possible. Sure, plan to bounce on Heimlich's plump caterpillar belly, but to trounce the baddest bug of all, you'll need our field guide to the insect world.

It's not always easy to figure out how to complete a level, but Flik can jump for floating dewdrop telescopes that help him see the way.

Unlock bonus challenges by collecting the letters of Flik's name, grabbing all grain, and eliminating all enemies on each level.

map key

Grab all the greenhouse goodies in sight. You'll soon be making unsafe turf into your victory garden.



Grain
Pick up all the grain on a level to fully restore your health. You'll also win a Grain Token, which unlocks more Challenge menu modes for Flik to explore.

Health
Bugs chomp your leafy life meter, but this power-up patches Flik back up. It's spit from some gift plants and some defeated bugs.

Invincibility
This gooey power-up spews from some gift plants and grants Flik brief safety.

Super Jump
Found in some gift plants, this power-up puts an extra spring in Flik's step.

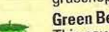
Seed
Jump on a seed to sprout any of the plants that Flik has added to his bag of gardening tricks.



Red Berry
Flik bombards enemies with berries, and he starts with red ones. They're weakest, so keep an eye out for the other colors.



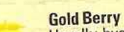
Blue Berry
Grab this berry to upgrade Flik's arsenal to blue smoke-bomb berries. This color and higher upgrades will hurt grasshoppers.



Green Berry
This power-up upgrades Flik's berries to the green homing missile variety. They're useful for dusting those hard-to-reach bugs.



Purple Berry
Nab this berry so Flik can hurl purple homing missiles that are faster and pack a juicier wallop. They're the bane of bosses.



Gold Berry
Usually, bugs soon rise again after being bombed, but this upgrade scores berries that bury bugs for good.



Brown Token
For each of these Flik finds, he can sprout a different plant that will help him leap, even fly, to high locations.



Green Token
Each Green Token will help Flik climb to higher places. Collect as many of these as possible to sprout ever-taller plant ladders.



Blue Token
Each Blue Token will let Flik grow a different gift plant that spews out power-ups such as invincibility orbs and health leaves.



Purple Token
There's no need to find colored berries when you can grow your own. Purple Tokens grant Flik the ability to grow berry upgrades.



Yellow Token
Each earns a berry-damage plant. A first scores Blue Berry damage; a second, Purple; a third, Gold.

the secret of seeds

Using the Z Button, you can change what grows from seeds. There are 19 plant varieties, but Flik must collect a color token for each different plant that he wants to grow. Similar token colors grow plants with similar purposes. For example, the four green tokens grow four different plant ladders. Our field guide tracks tokens and plant types.



Flik usually begins knowing how to grow mushrooms. When he doesn't, one Brown Token will start him off.



A second Brown Token earns Flik the Propeller Plant. Flik and some objects can ride its updraft.



A third Brown Token gives Flik the know-how to grow the Dandelion, which floats him short distances.



One last Brown Token scores Flik the Cannon Plant, which lets him reach the highest spots of all.



Nab all four Green Tokens, then you'll be climbing high with the tallest of four leafy ladders.



Blue Tokens grow gift plants. One token, get Invincibility. Two, Health. Three, Bubble Shields. Four, Super Jumps.



Purple Tokens show Flik how to grow plants that upgrade his berries — the more tokens, the better.



Bring on the big guns! Yellow Tokens earn Flik license to grow weapons like this berry tri-shooter.

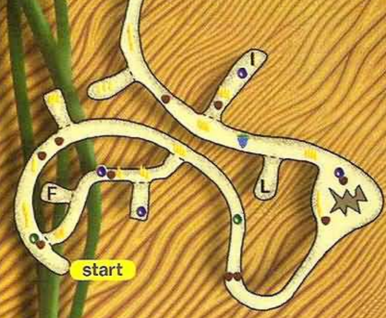
levels

① anthill

The story begins after Flik has accidentally ruined the grain tribute for the grasshoppers. The big bugs won't be happy, and they've been spotted approaching the ant colony. The level goal, finding the anthill hole, is fairly easy. But stick around and practice hauling seeds, selecting plants and growing them in strategic spots. Later, you'll have grasshoppers in your face and will need to plant fast.



② tunnels



If you didn't master all the gardening tricks in the last level, you'd better pick up the basics fast on this mad dash through the ant tunnels and past grasshoppers to warn Princess Atta.

While our map will guide you down all the side tunnels to collect all the power-ups, stay on the main path all the way to enter the Council Chamber and complete the level.



You'll want that Purple Berry upgrade token hanging high in the large room. Plant a mushroom beside a two-token green plant to get the proper step up.



If you didn't grab that Purple Token, dodge the first grasshopper to grab the Blue Berry upgrade behind him, because Red Berries don't hurt 'hoppers.

③ council chamber

In the chamber, a grasshopper, Thumper, is attacking the royal family. Flik comes to the rescue and takes on the brawny bug. Thumper stays in the center, so stay on the sides of the chamber until you've found at least one berry upgrade. The more you find, the easier it will be. Go Gold for maximum satisfaction.





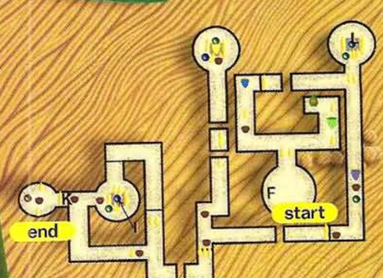
④ cliffside

Watch for already-planted Propellers during your Dandelion fluff float across a wasteland. Don't veer too far left or right or you'll miss the next updraft. Before you leave the cliff, use the fluff with various seeds to reach all cliff tokens. You'll need a Propeller-Dandelion combo after crossing the wasteland.



5 riverbed canyon

Flik won't find such an easy path to success on this level. He's lost in the cracks of a dry riverbed, but our map should help you navigate the maze. High ledges block the way, but combinations of mushrooms and leafy ladders will help you reach your goals. You'll have to uproot a few existing plants to find some seeds.





Daddy Long Legs are the kings of several hills. Don't attack them face-to-face. Stand under the ledge, out of their reach, and lob a few homing berries.



You'll often need to get seeds to higher ground. First grow a Propeller from a second seed, then throw the first seed into its updraft.

6 bird nest

Flik isn't out of the canyon yet. He must defeat a hungry bird that patrols a spiral path upward. Collect all four Blue Tokens on the ground to get the Super Jump, then spring up the spiral course, grabbing the two Yellow Tokens along the way. Planting a berry shooter under the bird's tailfeathers will do the trick.



7 city entrance

They might not be warriors, but Flik must find his circus pals, Heimlich, Slim and Francis, in the first stage of his adventures in The City. They're at the level's end, but it's easy to get lost among the trash and urban decay. As you follow the map, watch out behind you for surprise attacks from bugs that soon return after getting bombed.





Toxic green ooze blocks some passages. Unless you want the goop to dissolve Flik's life leaf, find some invincibility orb plants to keep him whole.





At level's end, take a detour over a wall to find a hidden area. There, plant a four-token green plant and climb high above a drain to get a Gold Berry.

8 city square

The second stage of Flik's city adventure takes him throughout the square to find Manny, Gypsy, Dim, Rosie, Tuck and Roll. Keep exploring every nook and cranny on the ground. You'll find the tokens it takes to climb on top of the trash. And don't underestimate how far Flik can leap, even without the benefit of the Super Jump.



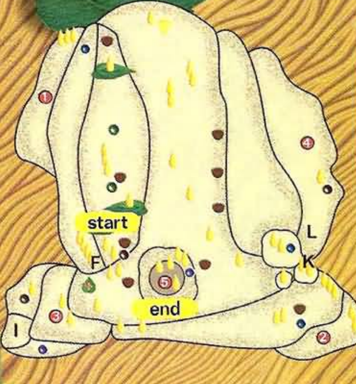
9 bug bar

While visiting his circus friends at the Bug Bar, Flik angers Thud the Horsefly and must bomb him with berries. Unfortunately, the tin-can bar has tipped over and is rolling down the street, and plenty of dangerous objects are rattling around inside. Just keep Flik high on one side rather than running down the middle.



10 clover forest

Circus bugs might not be able to scare grasshoppers, but they've scrounged up parts, which are scattered throughout the forest to make a mechanical bird. But Flik won't be able to reach the parts for several bonus pick-ups unless you collect lots of tokens.





Use Dandelions and Propellers in sky-flying combination to reach high items, and plant Propeller Plants to boost seeds to higher ground.



The final bird part is on the tree stump. Find the fourth Brown Token first, because there is no other way up the stump besides the Cannon Plant.

11 the tree

Lost in tree branches, the Blueberry Scouts are Flik's next collection quest. The path up to them is easy; more puzzling is how to get the Gold Berry upgrade on the ground. Get the Dandelion by finding all tokens on the ground. Use a fluff with the Propeller seed to reach a third Brown Token. The Cannon Plant will help you reach the Gold Berry.



final four

When the bird catches fire and Flik's plans go up in smoke, you will have only four more levels to defeat the grasshoppers. First, in Battle Arena, Flik leads the ant rebellion by example and challenges henchman, Molt. Then in Anthill, Part 2, he must rescue Princess Atta from Hopper. To finally beat the top 'hopper, Flik must move fast and think faster in Riverbed Flight and Canyon Showdown as he tries to make the movie's happy ending an N64 reality.





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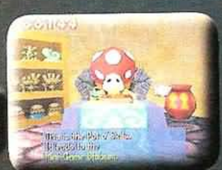
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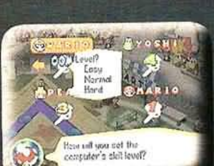
Coins that you or any other human-controlled player earn in a round of Mario Party will go to your grand total of earnings. To rake in an easy bundle (around 1,000 coins on a good run), plug in four Controllers, then enter the Mini-Game Stadium. Assign a 50-coin handicap and the Hard difficulty setting to every player, then begin a 30-turn game. Once the festivities begin, pause the game and select Settings to switch all of the Controller setups to CPU-controlled. Let the game play by itself, then, when the 29th turn rolls around, reassign the Controllers to manual control so you can take credit for the winnings.



If you need coins to buy Mini-Games or other items, plug in four Controllers and compete in the Mini-Game Stadium inside the Pot o' Skills.



To ensure you'll earn plenty of coins, select a 30-turn game and set up each player with a 50-coin handicap and a Hard difficulty level.



As soon as the game begins, shift into autopilot and let the game play by itself by assigning "Com" to every player.



Before the game finishes, reassign the characters to a Controller so you can cash in on the hard work of the CPU players.



Hidden Characters

So you love tearing down buildings, buildings and more buildings, but miss tearing down buildings, buildings and more buildings in the special way that only the game's original characters, George, Lizzie and Ralph could? Then try tearing down buildings with the secret Passwords listed below. You'll also be able to tear down more buildings with the new monsters, Myukus and Big Al, but you can use their Passwords one at a time only. Whatever the case may be, you'll bring down the house with the Passwords, since they'll allow you to continue tearing down buildings, buildings and more buildings. And isn't that what Rampage is all about?

Character	Password
Big Al	B1G4L
George	SM14N
Lizzie	S4VRS
Myukus	NØT3T
Ralph	LVPVS



You start the game with only Curtis, Boris and Ruby, but you can unlock additional characters by accessing the Password Screen.



Myukus is the new cyclops on the block. Since Big Al is the purple version of him with maxed-out abilities, you can unlock only one of the single-eyed beasts at a time.

NHL BREAKAWAY 99

Cheats on Ice

For more cheats than you can shake a hockey stick at, unlock the Cheat Menu by hitting the following buttons at the main menu: left C, right C, left C, right C, R Button, R Button. To add extra bonus points, access the Season Menu, then press left C, left C, right C, right C, left C, left C, right C, right C, then the R Button. For random team selection, press R and Z or L and R simultaneously at the Team Select Screen.



Every time you enter the Extra Bonus Points Code, you'll boost your Season Mode point reward by 100.



The Cheat Menu will appear once you press left C, right C, left C, right C, R Button, R Button while the Main Menu is on screen.



When you access the Cheat Menu, scroll below the Glass Break Percent variable to reveal the additional variable of Lose Equipment Percent.



By increasing the Glass Break and Lose Equipment Percentages you'll make the players play like butterfingered bulls in a china shop.



Aren't vertical stripes supposed to make you look thin? Not when you use the Cheat Menu to fatten up the refs.



To give your players a Silver Surfer-like sheen, select the Cheat Menu's ice texture.

LODE RUNNER 3-D

Code Runner 64

To access the mother lode of all codes, pause the game while playing any level. Press and hold the Z Button, then tap R, B, A, B, A, top C, bottom C, left C, right C, top C, bottom C, left C and right C to add "Unlock Worlds" to your Pause Menu. Highlight the new option, then push the Control Stick to the left or right to select Yes. Once you've selected the affirmative, all elevators in the hub will be able to give you a lift.



Pause the game while in the middle of a puzzle to enter the code sequence.



By activating Unlock Worlds, you'll enable all of the elevators in the World-Hub.

TOP GEAR Overdrive

More Top Secrets Overdrive

The March edition of Classified Info revealed a garage full of codes for Top Gear Overdrive, and a few more secrets have rolled out of the showroom floor. The codes are activated if you highlight and select the right options in the right order. Number the main menu's options from one to four beginning at the top with Championship, then use the Z Button to highlight and select the options in the following order to begin a race in Season Six: 4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3. To view an alternate credits sequence that you would normally see after completing Season Six, highlight the options in this order: 3, 3, 1, 2.



The code numbers correspond to the main menu's options if you number them one through four as shown above.



Macro Codes for Micro Machines

Only its cars are tiny. Micro Machines boasts some big codes that you enter once you've paused your game. To transform your car into an object from the local scenery, press the Control Pad Down, Down, Up, Up, Right, Right, Left, then Left. (Enter the Transform Car Code multiple times to change your vehicle into other objects in the course's surroundings.) To add some spring to your R-Button jump so you can leap clear over ramps, press the left C Button followed by Right, Right, Down, Up, Down, Left, Down then Down on the Control Pad. For increased speed, hit left C, bottom C, right C, left C and top C, then tap the bottom C Button four times. To slow down the CPU racers, try right C, top C, left C, bottom C, right C, top C, left C then bottom C. Listed below are additional codes labeled as Debug Mode Codes, which you can activate while you're racing, but you must first enable Debug Mode by pausing the game and pressing left C, then Up, Down and Down on the Control Pad followed by left C, right C, right C, top C, and bottom C.

Debug Mode Code	Description
Z + bottom C	Instantly Win Race
Z + Control Pad	Change Camera Angle
Z + L or R	Zoom Camera
Z + left C	Autopilot

To allow the CPU to take over your car, enter the Autopilot Code after enabling Debug Mode.



It's not just for breakfast anymore. Drive some orange juice by transforming your car.

BATTLETANX

Hit Self Destruct

Why give your opponent the satisfaction of destroying your tank in Multiplayer Mode when you can destroy it yourself. To make your tank go boom, press all four C Buttons at the same time while playing a Multiplayer matchup. Better yet, destroying your current tank will give you the chance to select a new vehicle to drive. And once you've found your tank of choice, seek out the UFOs in Multiplayer Mode's Area 51. If you blast both saucers, you'll cause a light show to shine at both wreckage sites. By entering one of the light spectacles, you'll magically warp to the site of the other light show.



If you want to select another tank in Multiplayer Mode, hit self destruct by pressing all four C Buttons at once.



Sound Check

Leave it to Mischief Makers to contain a code so rascally, it sneaked past detection only to be revealed a year and a half after the game's release. At the game's title screen, press and hold the L Button, A Button, left C Button, right C Button and Start at the same time. Once you've mashed all five buttons simultaneously, the game's Sound Test Menu will appear, allowing you to sample the game's background tunes and voice bites.



On the main title screen, press and hold L, A, left C, right C and Start simultaneously.



With the Sound Test Menu, you can listen to that darned "Shake! Shake!" all you want!

CLASSIFIED INFORMATION



Harvesting a Body of Codes

Busting bugs just got a little more interesting thanks to a newly uncovered nest of Body Harvest codes. Start a new game, then enter your name as "ICHEAT." After declaring your code name, practice what you preach by entering the following cheats that will do everything from change Adam's appearance to cause buildings to bounce up and down. All directional instructions refer to the Control Pad, and by entering a code a second time, you can deactivate the cheat.

Artifacts Cheat

Press Up, bottom C, right C, Z, Up then Left to instantly earn all of the alien Artifacts contained in the particular time period you're exploring.



Bad Cheat

Good guys wear orange. To become Adam's evil twin dressed in black, activate the Bad Cheat by pressing left C, right C, A, down C, right C, then Left on the Control Pad.



Dwarf Cheat

What's short, tubby, dressed in orange and doesn't answer to the name Fat Albert? It can be your character if you press Down, left C, A, Right then Z.



Fat Legs Cheat

Do these giant wings make my six legs look fat? Maybe—if you've pressed Left, A, Right then Down while in the presence of aliens. Once you've entered the sequence, the bugs' legs will plump up.



Game Over Cheat

If instantly nixing your character is your cup of hemlock, Press B, Left on the Control Pad, right C, right C then Down on the Control Pad to put an end to Adam. Oh, the agony of da cheat.



Health Cheat

If the Game Over Cheat doesn't appeal to you and you'd rather show some mercy, boost Adam's health and refuel your current vehicle by pressing Down, Up, Right, A, B, Left, then right C.



Sack Cheat

Press B, A, top C, A, top C, then A to become tall and skinny like a stick bug. Too bad you won't be as camouflaged as one, considering blinding orange isn't a color that normally occurs in nature.

Surreal Cheat

If the house is a-rockin', then you must have pressed bottom C, Up, Right, Right, right C, A, then Left to make the buildings surrealistically bounce.



If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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Here's your chance to work for Nintendo Power! We want YOU.

We want to make Nintendo Power even better—and we want your ideas on how to do that. In fact, we're so interested in your opinions about NP that we're establishing a brand-new reader advisory board. We're calling it the Power Panel, and the big news is that you can enter now to try out for this first-ever advisory board! Power Panel members will give us their opinions every month, and we'll listen. How about it? Can you give us great ideas for Nintendo Power? Tell us what you like. What you don't like. Make reviews shorter? Make 'em longer? More comics? More Codes? Here's your chance to voice your opinions—and your chance to land a seat on the Power Panel.

What kind of OPINIONS do we need?

Show us your stuff. Our Power Panel members have to be able to give us useful feedback. Of course, we like to hear that you like NP, but strictly positive opinions aren't what we're looking for. But completely negative opinions aren't very helpful, either. What we need is thoughtful, balanced feedback that is as specific as possible. Take a look at the examples below to see what we mean.



"The Castlevania review rocked! It was great, great, great, great!"



"Could your Castlevania strategies be any more stupid? Dumb, dumb, dumb."



"I liked the Castlevania review. It helped me figure out how to get out of the deadly Garden Maze. But did you have to stretch all the strategies out over several issues? I would use the tips to get farther, then I'd be stuck again until the next issue!"

Whatever your age... wherever you live... whether you've read Nintendo Power for one issue or 121... if you have helpful, specific opinions, try out for a seat on the Power Panel!



Please be seated!

Getting INSIDE the POWER PANEL

Here's How it Works

- Readers will send us their opinions. We'll read all the written entries and select 12 Power Panel members based on how helpful and interesting their opinions are.

- All of the Power Panel members will come to Nintendo of America to talk about the magazine. We'll get to know them; they'll get to know us.

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Power Panel members get:

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How to Enter



The following game reviews appear in this issue. Write up your opinions about ONE of them in 600 words or less.

Pokémon Snap (pg. 14)

Ken Griffey Jr.'s Slugfest (pg. 24)

Star Wars: Episode I: Racer (pg. 44)

Conker's Pocket Tales (pg. 72)



With your entry, include the following information.

1. Your name
2. Your age
3. The game systems you own
4. Your favorite game types
5. The number of games you rent/buy each year
6. The number of Player's Guides you used in the last year
7. Whether or not you have Internet access
8. Names of video game publications you read (magazines and web sites)
9. Length of time you've been reading Nintendo Power



Send your entry to:

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must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal
guardian of the guest. Except as expressly specified above, winner is responsible for ground trans-
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STAR WARS® EPISODE I RACER™







The fastest sequence from *Star Wars*: Episode I races from a galaxy far, far away into your N64. Don't be left in the dust—hop into a Podracer and take in some advice worthy of the greatest Jedi minds in the universe.

LIFE IN THE FAST LANE

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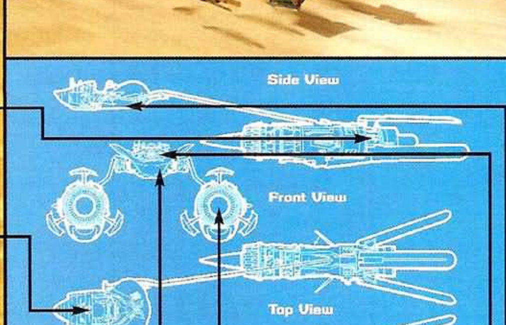


Before he became Darth Vader, terror of the galaxy, Anakin Skywalker was just a terror on the racetracks. Racing for his freedom in the film *Star Wars*: Episode I *The Phantom Menace*, the future father of Luke Skywalker wrangled two tethered engines that dragged his high-tech chariot in a breakneck sport known as Podracing.

With *Star Wars:* Episode I: Racer, aspiring Podrace drivers and movie buffs alike can relive the film's high-speed scene and then some. Racer features 25 racetracks, and to blaze through them faster than you could reach the front of the line for *Star Wars* movie tickets, take a pit stop with NP's Racer strategies. This month's crash course speeds you through the 14 tracks in the game's first two circuits. To master the remaining 11 tracks, hang tight until next issue when we'll reveal tips for the game's final two circuits.

PODRACER UPGRADES

Podracing requires frequent vehicle maintenance, so you'll have to upgrade your ship constantly to keep up with the ever-improving pack. Between races, you'll tool with seven categories of upgrades that come in half a dozen varieties. And they don't come for free, so you'll have to win money to foot the upgrade bill.





Traction

While the hovering Podracers don't need to touch the ground to drive, they still interact with the track below. By installing traction upgrades, you can keep that interaction strong enough to prevent your Podracer from sliding out of control.



Turning

Vehicles that are dragged by long control cables will tend to turn more widely than vehicles with shorter tethers. To compensate for long tethers, buy turning upgrades to improve your cornering and turn response.



Acceleration

Even the best racer will crash or get hung up on a tight corner. To recover lost seconds, you'll need an upgrade that will have you revving at your top speed in no time. Acceleration upgrades are your quick fix.



Top Speed

No matter how fast you accelerate, it's not much help if your Podracer is pokey. To make sure you're feeding the dust and not eating it, pair your acceleration upgrades with top speed upgrades.



Air Brake

This is one racing game that will have you spending as much time braking as accelerating. To slither through snaking switchbacks, you'll need responsive stopping, so be sure to buy air brake upgrades.



Cooling

Thrust Mode will give you a temporary speed boost, but it overworks and overheats your engines. With cooling upgrades, your engines will be able to sustain the boost longer, especially on hot planets like Tatooine.



Repair

Every time you collide with something, you'll damage your Podracer. By pressing the R Button during a race, you will initiate on-the-road repairs. With a tip-top repair system, you'll be able to stay up and running longer.

WATTO'S SHOP

Victories in Tournament Mode win you truguts, Tatooine's form of money. Redeemable at Watto's shop and junkyard, truguts can buy you upgrades. If you're thrifty, you may prefer to save your truguts and use the new racers you unlock with first-place wins, since they usually sport souped-up parts to start with.



New Parts

Your old parts are worth money, and you can trade them in for credit at Watto's shop. You won't get full price for your used upgrades, but the trade-in will help lower the cost of Watto's wares, which often seem overpriced.

Junkyard

Compare the junkyard part to the left that's about 30% cheaper than the very same upgrade that's in new condition shown above it. Discarded junkyard parts may be damaged, but they're cheaper.

PIT DROIDS

Pit droids make repairs to your damaged parts between races. You begin the game with only one pit droid in your crew, but you can buy up to three more from Watto. The more pit droids you have working for you, the faster you can get your parts fixed.



Buy the three available pit droids as soon as possible. With every race, they'll tune up your Podracer's parts a little bit more, and by having a full crew of pit droids, your repairs will be done in a jiffy.

GETTING READY FOR THE RIDE

Podracing requires strategy both on the streets and in the pits. Retool your ride with new parts you think will help your Podracer run smoothly over the next course's terrain and select a prize breakdown depending on how confident (or greedy) you are.



Each circuit offers a fixed number of truguts to be given away in each race, but the prize distribution is up to you. Once you've placed fourth or better in a race, you can't retry a race to play for truguts, so practice in Free Play Mode first.

Winnings Breakdown

FAIR In Tournament Mode you race for money, and the Fair setup is the most generous of the prize breakdowns, since anyone who places can walk away with truguts.

SKILLED If you place third or fourth in the Skilled arrangement, you won't fare as well as you would in Fair, but you'll still pocket a good chunk of truguts.

WINNER TAKES ALL The most merciless of the setups, the Winner Takes All scenario favors only the first place racer, so make sure you quit your race if you're eating someone's dust in the final stretch.





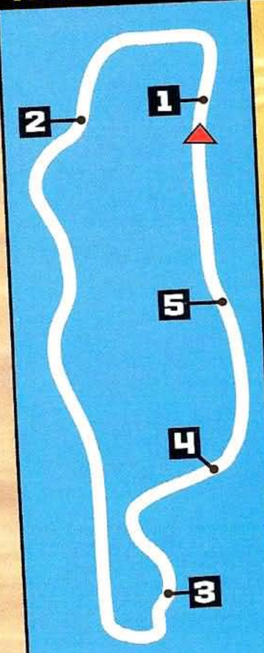
Vehicle Statistics

Driving like you're in a bumper car will damage your Podracer's parts. Between races, consult the Vehicle Upgrades Screen to scope out what's in working order. If you find any part's condition displayed in red, head to Watto's to find a replacement.

AMATEUR PODRACING CIRCUIT

A total of 2,200 truguts is given away in each of the Amateur Podracing Circuit's races. Placing fourth or better in a race will give you access to the next track in the circuit, and finishing third or better in the circuit's seventh track will unlock the first race in the esteemed and daunting Invitational Podracing Circuit.

TRACK KEY ▲ START ▬ RECOMMENDED PATH





1 The Boonta Training Course

Every Boonta Eve holiday on Tatooine, Jabba the Hutt hosts a Podracing event. In the movie, it's the site where Anakin matches wits with Sebulba. In the game, the Training Course is the abbreviated version of the track.



For a turbo start that will give you a quick boost out of the starting blocks, tap the A Button right after you hear the countdown's third squawk. A cheer from your driver and long flames from your exhaust will indicate that you've initiated the boost.



Skim along the inside turns of the gently snaking S-curve so you can plow a straight path. Maintaining a straight course will make it easy for you to pick up speed so you can initiate Thrust Mode. To activate the speed boost, release then repress the A Button.



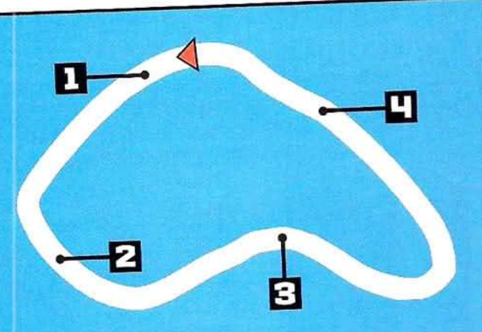
Once you've slipped through the crack in the narrow corridor opening, begin tapping the Z Button to slide around the tight corners. If you end up oversteering or swinging out wide, tap the left or right C Button to tilt your craft so you avoid scraping into the canyon walls.



The corridor's exit is a narrow crack that's barely wide enough for a Podracer. Since the passage is such a tight fit, you'll have to precisely line up your Podracer with the opening. Begin jockeying for position as soon as you spot the slit and tilt your vehicle if your aim ends up being too close for comfort.



The canyon spits you out into Hutt Flats, a straightaway peppered by rocks and large crags. The smaller rocks pose no threat, while the medium-sized ones are breakable but harmful to your speed and hull. By cruising over only pebbles, you'll be able to build enough speed to enable a temporary boost from Thrust Mode.





Mon Gazza Speedway

Known for its spice mines, Mon Gazza is also home to the shortest of all the Podracing tracks. Despite the Speedway's modest size, the track is a big challenge, since it offers little room to play catch-up.



Slim, towering medians divide short sections of the track, including the opening stretch. To stay on the inside of the curving course, veer to the left of the first dividing wall, then use quick taps of the Z Button to closely round the bend.

Though the many straight-aways are short, take advantage of them by thrusting as often possible. You'll reach a turn before your boost will get you very far, but the extra speed will help you keep the lead.



When you reach the second median, cruise to the left of it, then slide to clear the sharp left turn. Once you've steered around the corner, gently wiggle your craft to navigate through the slightly slinking S-curve.



Once you've jockeyed your Podracer through the mild S-curve, the course will straight-en out to provide you with a manageable home stretch. Kick into Thrust Mode to speed through the thoroughfare.

Teemto Pagalies

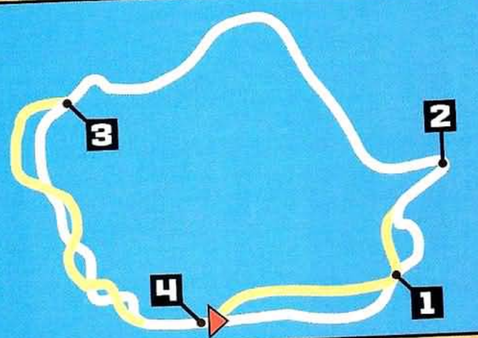
Teemto Pagalies, the track favorite for the Speedway, feels threatened by racer Mars Guo's advances on his secret crush. By placing first on the track, you'll win access to one part of the love triangle—jealous Teemto.

UNLOCK WITH 1ST PLACE WIN











Beedo's Wild Ride

The weather outside is frightful and so, too, are Ando Prime's slick slopes and snowy roads. Frozen on the icy planet is Beedo's Wild Ride, a course where the treacherous track, as well as the frost, bites.



When the mountainside road flanked by brick guardrails ends, you'll pass under a string of flags. Once you've sailed under them, swerve left to hop onto the ledge that leads to a tunnel hidden behind a breakable wall of ice.



The course's first sharp turn greets you at the end of the wooden bridge. To avoid wiping out, pull back on the Control Stick to decelerate, then give a quick tap of the Z Button to execute a short slide around the bend.



Instead of cruising beneath the snowcapped stone archway, veer off the road and head right. If you skim by the ridge to the right, you can follow it to a detour that's less curvy than the writhing beaten path.



After the first lap, the tent to the left of the start will open to expose a tunnel detour. If you opt not to take it, drive up the red-and-yellow ramp in front of the starting-line statue to launch through its stone ring.

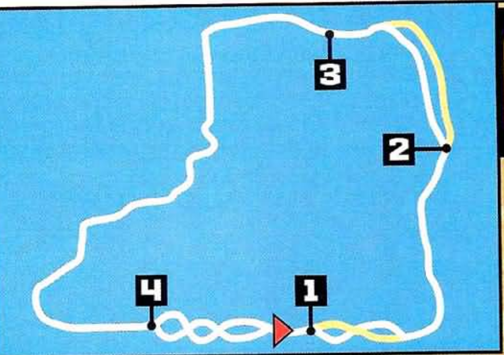
Aldar Beedo

Aldar Beedo is a hit man who, after assassinating racer Elan Mak's father, has set his sights on nefarious Podracer pilot Sebulba. But Beedo will need to get off to a strong start first, and acceleration is his weakness.

UNLOCK WITH 1ST PLACE WIN









Aquilaris Classic

Plunging racers into the depths of the ocean world, the Aquilaris Classic takes racers from the thriving Floating City to the rusting wreckage of the Sunken City. Responsive turning upgrades will help you stay afloat.



Medians split the opening stretch into parallel straightaways. Begin the race by sailing through the left half of the passage, then thrust. At the third median, cross to the right side so you can make a beeline into the upcoming tunnel.



When you exit the tram tunnel, the road will fork into two paths. The left road may seem to be the shorter route, but the right path is better suited for thrusting, and the stretch will put you in a better position to enter the left-curving tunnel.



The passage twice splits into two arteries, and a sliding door will shut off either the left or the right route. Whichever side the first door blocks, a second door will block the other side, so zigzag through the openings.



After surfacing from the underwater tunnel, you'll emerge in the open air before returning to another tunnel. While between tunnels, thrust, then brake and slide as you near the red-and-white median.

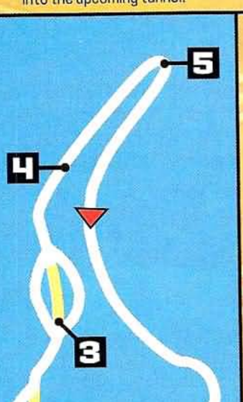
Clegg Holdfast

A journalist for Podracing Quarterly, Clegg is considered a joke by his peers. Proving the pen is mightier than the Podracer, he is reportedly a better writer than racer, and his poor air brakes aren't helping to stop the rumors.











Malastare 100

Arid planet Malastare is famous for its risky courses. As racers speed over drop-offs and other hazards, the dangers become more of a blur once the track spills onto the hazy and blinding lakes of methane.



The Malastare 100 was carved into the dry landscape, and a few leftover rock outcroppings obstruct the track. To dodge the one in the opening stretch, veer to the left of it so you'll be on the inside of the left turn that begins immediately beyond it.



After you exit the first tunnel, the road forks into a high road and a low road. The track curves at the fork, and the high road cuts the corner. To head up the shorter route, hightail it to the right to take the off-road ramp up the hillside.



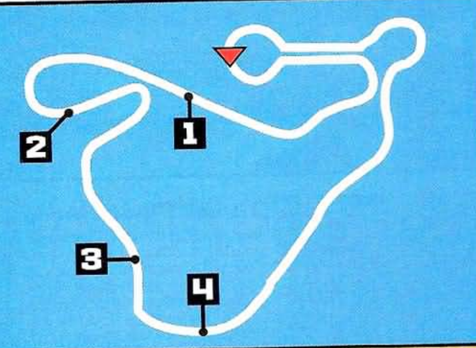
Inside the tunnel, the road splits into three routes. Unlike the left and right paths, the central path is straight and requires virtually no steering. Head down the middle and activate Thrust Mode, but steer close to the side walls to avoid the rock in the middle of the track.



The right turn leading out of the tunnel abruptly ends at a ravine. After rounding the bend, keep your craft centered in the road. If you stay in the middle of the path when you hit the end of the road, your takeoff from the runway will be in line with the landing strip across the gap. Pulling back on the Control Stick will keep you in the air longer.



Once you've touched down from your jump across the ravine, you'll barrel straight for the course's sharpest hairpin turn. The red stripes mark where the course suddenly swerves to the right, but you'll need to decelerate and slide before reaching the turn to clear it without wrecking your Podracer.



6 Vengeance

Aptly named for a course that runs through a prison, Vengeance is a punishing track that sentences racers to navigate its ore-filled antigravity tubes—the only area where drivers can pilot their crafts in midair.



Thrust once you reach the straightaway by the search-lights. Keep a steady path as you boost to avoid ricocheting between the guardrails, then return to normal speed and pre-pare to turn when you enter the black-and-yellow entry.



To avoid a close shave with the turbine blades that spin over the track, drive near the left or right edge of the pathway. The turbines rotate slowly, and if you're positioned near the road's edge, you'll usually have more room to dodge a blade.



Inside the antigravity tubes, you can steer vertically as well as horizontally. Avoid tilting your Podracer or you'll spiral through the tubes and allow the pack leader to bulldoze through the floating rocks.



Your weightlessness will con-tinue in the wide-open cham-bers that connect the anti-gravity tubes. In the first clear-ing, steer clear of the center to dodge the reactor core.

Fud Sang

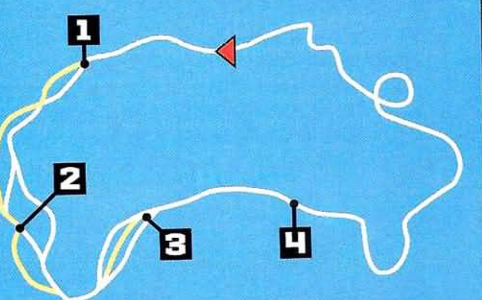
He may be serving four life sentences on the prison Oovo IV, but you can free Fud Sang for racing purposes. His vehicle is one of the shorter and wider Podracers, so you'll have to jockey a bit more to rein in his craft.

UNLOCK WITH 1ST PLACE WIN









7 Spice Mine Run



Groff Zugga hosts Mon Gazza's races, and the tyrant is the most easygoing thing on the planet. In the second of the Amateur Mon Gazza courses, the winding strip mine roads will prove how unfriendly the planet can be.



The race begins easily enough, providing a generous straight-away for thrusting. When you've rocketed to the first fork, swerve down the right-hand path and continue taking every right-hand detour until you reach the three-way split.



As you speed through the right-hand detours, you'll pass by two yellow spice dozers. After passing the second one, veer to the right to enter a tunnel. The passage is the easier path, but on subsequent runs, a crane may partially block the exit.



At the three-pronged fork, cruise into the middle path. The center is the straightest and quickest of the paths, but when it rejoins the main road, you'll have to swing into a tight opening at the end of the path.



You'll share the tunnel with rov-ing freight cars that travel along the left shoulder. Colliding with one will send your vehicle into a flaming tailspin, so give the flatbeds room by cruising on the right side of the tunnel.

Mars Guo

The scatterbrained braggart has nothing much in his head but hot air, and his poor cooling will do nothing to simmer down the rivalry he's ignited with Teemto. At least his superior traction can keep him ahead of the enraged racer.

UNLOCK WITH 1ST PLACE WIN







ADVANCED STRATEGIES

If you've been wisely saving your truguts, now is the time to go on a shopping spree at Watto's shop. After souping up the best racer you've unlocked in the Amateur Circuit, pull up to the stepped-up competition of the Semipro Podracing Circuit, where crafty strategizing will help you keep the lead.





Where to Repair

Using the R Button to repair your vehicle during a race will cause you to lose speed. Rather than sacrificing precious seconds, initiate repairs when you have to slow down anyway, like when you're rounding a turn. For a really quick fix, activate your repairs while you're in Thrust Mode.



Controlled Crashing

Both engines must be in working order to keep your Podracer balanced. Once you lose an engine, your Podracer will begin spiraling before it ultimately explodes. If you're headed into a tailspin, continue steering your craft as far as you can so you'll restart with some distance to your credit.



Thrust Mode Ready

Every burst of thrust will shave seconds off your time. By pushing Up on the Control Stick as often as possible, you'll maximize your speed while always being a step away from initiating the boost. Whenever the Thrust Meter's dot turns yellow, consider thrusting.



Play the Favorite

Every course has its "track favorite," and you should emulate that racer. Tune up your Podracer according to the fave's strengths, and upgrade your vehicle so it surpasses his weaknesses. You should also take a few practice runs to see how and where the favorite drives.

SEMIPRO PODRACING CIRCUIT

To unlock the second track in the Invitational Circuit, you must place third or better in the final Semipro race. That's easier said than done. The total given away in each race has gone up by 1,100 truguts, and all seven Semipro courses seem to twist and undulate over a thousand times more than any course in the Amateurs.



1 Sunken City

Many of the Semipro courses take you through sections of the Amateur Circuit. Though the Sunken City covers some new ground, the four strategies listed for the Aquilaris Classic will also apply to this new course.



Enter the hexagonal pipe, then hang a left to exit through the gap in the middle of the tube. The detour you'll slip into doesn't have a defined roadway, but you can easily navigate it if you use your on-screen map to follow the U-shaped shortcut.



The tunnel is dangerous when you're caught in a pack. To break away from the congestion, take the light blue ramp on the right to head up to the top level. In the second tunnel, you can access the upper deck by taking the ramp on the left.



When you enter the Grand Arena, the track will curve wide to the right. The circular path is a predictable stretch with no surprises, so you can fire up an uninterrupted thrust while rounding the bend.



If you've been thrusting while circling the arena, your engines will be ready to overheat by the time you reach Point Four. Release the A Button, then reactivate Thrust Mode to continue blazing around the bend.

"Bullseye" Navior

Sporting some of the best traction in the game, Navior's Podracer will be accessible once you've placed first in the Sunken City. On target in the turning and repair departments as well, Navior sinks in the area of top speed.



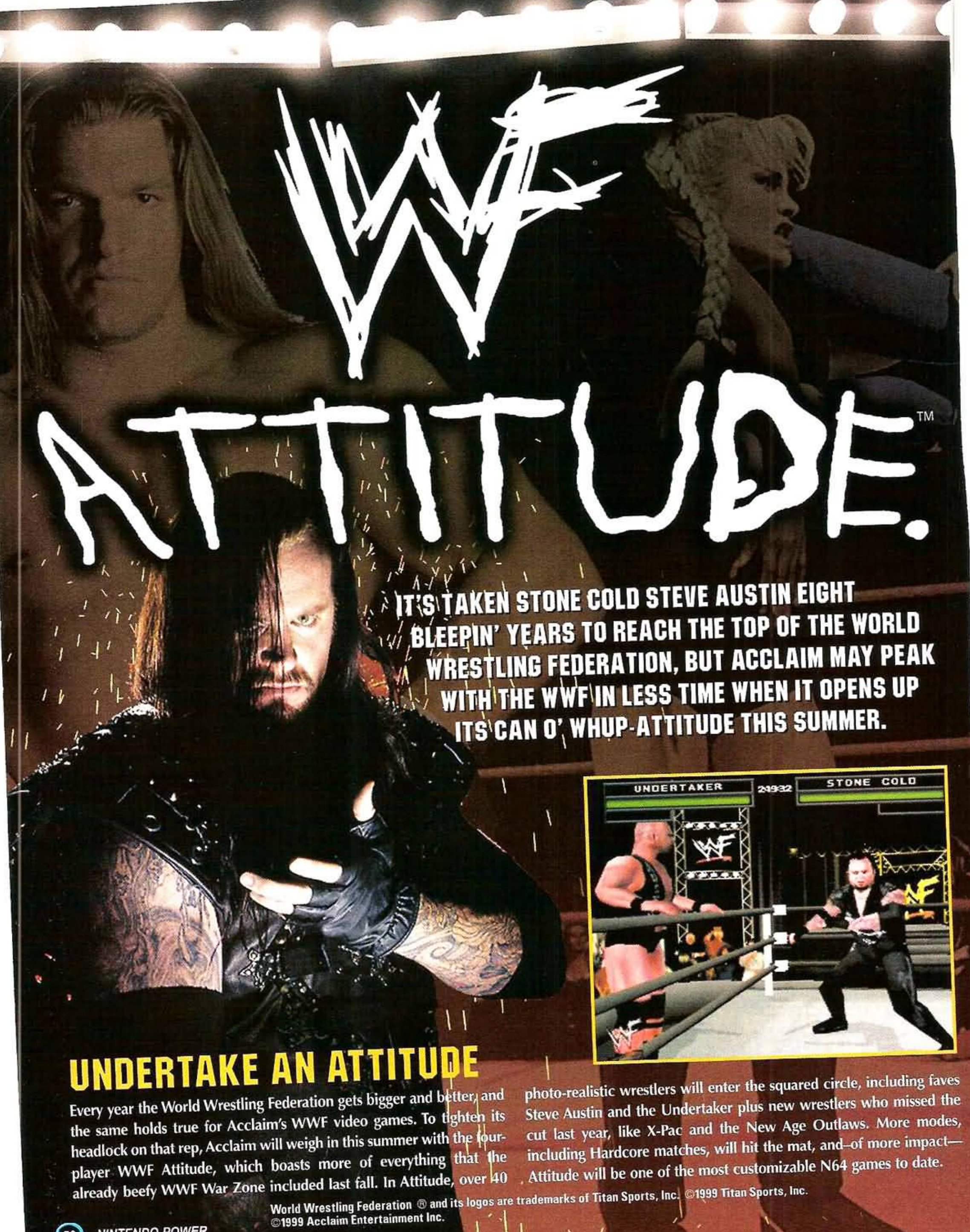
UNLOCK WITH 1ST PLACE WIN







KICK evil in the ASTEROID.
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Space Circus Fever
Otherworldly evil. Unearthly friends. Unusual means of transportation. It's a big galaxy, somebody has to clean it up. TWINKLE, TWINKLE THIS, FLYBOY.
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IT'S TAKEN STONE COLD STEVE AUSTIN EIGHT BLEEPIN' YEARS TO REACH THE TOP OF THE WORLD WRESTLING FEDERATION, BUT ACCLAIM MAY PEAK WITH THE WWF IN LESS TIME WHEN IT OPENS UP ITS CAN O' WHUP-ATTITUDE THIS SUMMER.

UNDERTAKE AN ATTITUDE

Every year the World Wrestling Federation gets bigger and better, and the same holds true for Acclaim's WWF video games. To tighten its headlock on that rep, Acclaim will weigh in this summer with the four-player WWF Attitude, which boasts more of everything that the already beefy WWF War Zone included last fall. In Attitude, over 40 photo-realistic wrestlers will enter the squared circle, including faves Steve Austin and the Undertaker plus new wrestlers who missed the cut last year, like X-Pac and the New Age Outlaws. More modes, including Hardcore matches, will hit the mat, and–of more impact–Attitude will be one of the most customizable N64 games to date.

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CUSTOMIZATION IN THE RAW

Responding to wrestling fans' suggestions, the developers at Iguana West in Salt Lake City, Utah, scrapped the MIDI music format used in War Zone (and most other games for that matter). Rather than beeping with synthesized tones, Attitude will blast out real sonic sounds like the crunching riffs of the Texas Rattlesnake's theme song. A handful of original tunes will also enter the repertoire, including a Devo-tinged romp that you can assign along with custom combos and outfits to your personalized wrestler. Enabling you to cop your own attitude, Acclaim has expanded its customization features to include monster heads, adjustable clothing sizes and lettering for outfits.



Instead of offering a set of premade faces as in War Zone, Attitude allows you to construct a face feature by feature.



You can brand your personalized fighters' outfits with any phrase that you feel like typing onto their chest, back, sleeves, pant legs and rump.





If a locomotive like the Austin 3:16 ran over the Rock, the "Great One" might resemble this texture map that shows the lifelike detail of the game's characters.



Whether you choose underwear for a hat or an alien head for a mask, you can fashion your wrestler into a character more outrageous than Vince McMahon would ever want to see.

STONE COLD MODES

The Hardcore Division has emerged as one of the WWF's most intense and popular leagues, and to the pleasure of those who love the pain, the weapon-based matches have muscled their way into Attitude. Just one of a ton of modes, Hardcore shares company with new tournaments like Lumberjack, Nuclear War and the ultimate brawl, King of the Road, where up to eight players can compete in a round-robin fight to a showdown in a three-way bout.





Custom Pay-Per-View





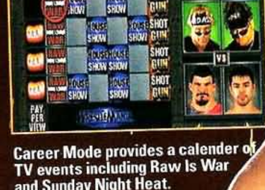
Gamers can assemble and name their own eight-tournament PPV series without even subscribing to cable.

Edit-a-Stadium



To enter the arena of interior decorating, determine the lighting and color scheme of your stadium.

Career Mode



Career Mode provides a calender of TV events including Raw Is War and Sunday Night Heat.

Battle Royal



In any fight, you can restrict victories to wins scored by scenarios like Finishers Only or First Blood.

Hardcore Match



In Hardcore, weapons like stop signs, guitars and Vince McMahon's bedpan will litter the arena.

Cage Match



Would you want to be locked up with Mankind? Any fight can take place behind the bars of the cage ring.



KNOW YOUR ROLE

The only noticeably absent celebrity is Paul Wight, who defected to the WWF too late to make it into the game. He's a "Big Show" to miss, but Kurrgan, Too Sexy, Jacqueline, the Acolytes and just about everyone else and his father, like Kane and his pop Paul Bearer, have made it into the slugfest.



Triple H



Godfather vs. Goldust



Val Venis vs. D'Lo Brown



New Age Outlaws



Al Snow and Head



Jerry Lawler vs. Paul Bearer



Sable and Chyna



The Brood



THIS MEANS WAR

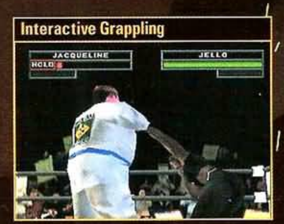
Most of the time, the wrestler animation will look so strikingly real that you'll be second-guessing whether or not you actually ordered that Wrestlemania Pay-Per-View event. But don't thank your cable operator–thank Triple H, who suggested to Iguana's programmers that they motion-capture tag teamers the Hardy Boyz to duplicate all of the WWF superstars' finishers, signature moves and body language. Over 400 moves later, the young tandem superstars' hard work paid off, as proven by Attitude's fluid realism.

Training Room



Attitude features over 400 moves, and you can practice them like Sgt. Slaughter demonstrates in basic training.

Interactive Grappling



As your victim mashes buttons to fight your grapple, you can use button taps to strengthen your hold.

Fake Stuns



The Stun Meter shows when a fighter is dazed, but you can enable a fake stun to lure your unwitting foe.

Weapons



The "advisor" of Hardcore hero Al Snow is Head, which appears as both an eerie wrestler and a weapon.

Special Moves



Every bonebreaking maneuver has been painstakingly captured, including Austin's Stone Cold Stunner.

Mat Stats



Should you cop an attitude? The stats at the end of each match will show who has bragging rights.

ON THE MAT

The fourth wrestling game to storm into the N64's arena since 1998, WWF Attitude measures up to the competition like a champ. Compare for yourself.

	WWF ATTITUDE	WCW NITRO	WCW/NWO REVENGE	WWF WAR ZONE
Release Date	Summer '99	February '99	October '98	August '98
Publisher	Acclaim	THQ	THQ	Acclaim
Developer	Iguana	Inland	Asmik Ace/AKI	Iguana
Rating	pending	E (everybody)	E (everybody)	T (teen)
Size	256 Megabits	96 Megabits	128 Megabits	128 Megabits
Expansion Pak	No	No	No	No
Controller Pak	Yes	Yes	No	Yes
Rumble Pak	Yes	Yes	Yes	Yes
Number of Players	1-4 simultaneous+ an 8-player round-robin tournament	1-4 simultaneous	1-4 simultaneous	1-4 simultaneous
Number of One-Player Modes	over 17	4	9	7
Sound	Digital	MIDI	MIDI	MIDI
Number of Featured Wrestlers	Over 40 WWF stars + over 15 fictional characters	64 WCW and nWo stars, including 48 to unlock	Over 60, including 40+ WCW/nWo stars and a dozen fictional characters	16 WWF stars + 3 hidden characters
Customizable Characters	Yes	No	No	Yes
Customizable Rings	Yes	No	No	No
Weapons	Yes	No	Yes	Yes
Screen Shots				

THE BOTTOM LINE

The WWF has millions of fans following its every move, and WWF Attitude matches the spectacle punch for punch to create a powerhouse game for fans. From its two-man ringside commentary by Shane McMahon and Jerry "The King" Lawler to the digital sound pumping authentic themes to the musclebound modes and the endless possibilities of customizable wrestlers and places, Acclaim's new wrestling game has good reason to have such a rough-and-tumble 'tude. And if you're a wrestling fan, you'll have a good reason to go for Attitude, too... 'cause Stone Cold said so.

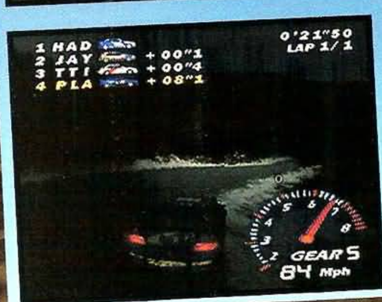


V-RALLY EDITION 99™

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International-style rally racing gears up for a fast start on the N64, but where will Infogrames' long-awaited speedster wind up when the checkered flag falls? Power peeks under the hood at racing French style.

One look at V-Rally: Edition '99 doesn't tell the full tale. Rally racing takes place in grueling stages, and drivers compete against the times of opponents rather than directly against other cars. Infogrames took the less-traveled road by emphasizing the simulation of rally racing rather than the arcade aspects of driving. The result may not be everyone's cup of French onion soup, but rally fans may rally around its authenticity.



Vive la Rally

V-Rally may take pride in the authentic terrain of its courses and rally cars, but the game has a more playful side, as well. One or two players can compete in Arcade, Time Trials and Championship Modes.





L' Arcade

The Arcade Mode puts four cars on the road at the same time. If two players join in with a split-screen view, those drivers compete against two CPU drivers. Drivers race against each other rather than the clock.



Check It Out

Drivers have a limited time to reach the checkpoints spaced out on the courses or the arcade race will end. After you pass a checkpoint, the timer under the lap counter will reset to 30 seconds.

Les Trials

Time Trials can be run with or without a Ghost car, and two players can compete against the clock at the same time. Some of the courses are open immediately, but others become available only after racing on them in the Championship Mode.



Ghosts in the Machine

V-Rally gives players the option to activate Ghost cars or to keep them off the track. The Ghost is a semitransparent image of your car running the fastest lap that you recorded prior to the current race.

Le Championship



World Championship

The goal of the World Championship is to finish with a good enough standing on each track to accumulate the best overall point total at the end of the circuit. Four cars compete against each other in each race.



Expert Championship

If you win the World Championship, the last remaining challenge in V-Rally is the Expert Championship. Most regions have three stages in the initial circuit, but the Expert Championship may have two, three or four more stages.



Rally

The Rally option is the one-player option for playing either the World or Expert Championship Circuit. You'll race against the best times of three other CPU-controlled cars.



V-Rally

Two players can compete simultaneously in the Championship Circuits using the V-Rally option. Each player competes against the same field of cars on split screen windows.

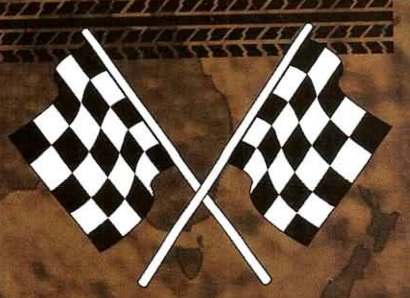
Les Autos

Infogrames used real rally cars and car data in the game, including company-sponsored cars like the Subaru Impreza, Toyota Corolla, Ford Escort, and Mitsubishi Lancer. Several specialized kit cars have also been included.





Car data show information about the tires, engine, power, torque, gearbox, dimensions, and drive system. Cars can also be adjusted for sensitivity, car control, gear ratio and suspension.



Rally Driving

Take Your Turn

V-Rally gives you two types of warnings about corners. Arrows that appear above the road indicate the direction of a turn and its severity. The voice of a co-pilot will also warn you of upcoming corners.





The turn indicator shows green for gentle turns and red for sharp, hairpins. Yellow indicates medium curves. Snakelike arrows indicate S-curves or winding roads.

Easy Turns







Brake and Gas

As you approach a gentle turn, tap the B Button (the foot brake) to decelerate before going into the curve. If it's very gentle, just take your finger off the gas for a moment. When you reach the apex, start accelerating again.



1. Let Off the Gas

Depending on how sharp a corner is, you may not have to take your foot off the gas at all. On some corners, you can simply cut a straight line through the inside of the curve.



2. Tap the Brakes

When a curve has just enough bend in it to send your car off the road, you'll want to tap the foot brake before entering the corner. This should give you enough control without much loss of speed.



Medium Turns







Power Slide

V-Rally doesn't have a true power slide, but you can use the following method to slide through a corner without losing much speed. Let up on the gas as you approach the corner, and as you begin your turn, tap the emergency brake (bottom C Button) then hit the gas at the apex.



1. Let off the Gas

When you see a yellow turn symbol appear, consider using the power slide to maintain much of your speed through the corner. Begin by taking your thumb off the A Button.



2. Tap the E-Brake

As you begin your turn, tap the E-Brake (bottom C Button) to begin your slide. You can steer out of the slide using the Control Stick when you're around the corner.



3. Hit the Gas

You should be close to the midpoint of the turn once the car has stabilized after the slide. At that point, press the A Button to give the car some gas.

Hard Turns







E-Brake Slide

The emergency brake slide should be used only in sharp corners, because the back end of the car will swing far around. The technique is almost the same as the medium turn power slide, but you hold the brake down as you slide. The resulting slide can be hard to control.



1. Let off the Gas

Give yourself more time to decelerate coming into a sharp corner. On hairpin corners, you might tap the foot brake in addition to taking your thumb off the gas to slow down a bit more.



2. Hold the E-Brake

Keep the emergency brake depressed for the duration of the slide. You can countersteer, but if you hold the brake too long, you might spin completely around. That's the danger of this technique.



3. Hit the Gas

Once the car is facing out of the corner, stop pushing the E-Brake. When the car has been stabilized, or has stopped sliding or spinning, hit the gas and accelerate out of the bend.

S-Curves







Double Slide

The wiggly arrow indicates an S-curve or series of bends in the road ahead. Since the second curve usually closely follows the first curve, you won't have time to use the full power slide technique. Instead, use this modified method.



1. Power Slide

Power slide through the first part of the turn by hitting the E-Brake. You won't need to slide far to be facing into the next corner, so be careful not to overslide.



2. Countersteer

When you let off the E-Brake in the first part of the corner and hit the gas, steer out of the ensuing spin to line up the car to enter the second corner.



Staying in Control



Fishtailing

Depending on road conditions and whether you hit something along the side of the road, your car may start slewing back and forth or fishtailing. When this happens, take your thumb off the accelerator and steer away from the direction you're turning.



Spinning

Your car will spin completely out of control if you hit an object along the side of the road. V-Rally makes drivers pay a heavy penalty for hugging the edges of the track, so give yourself a little leeway.

Weather Conditions



Rain

The road surface will be affected by the rain in some stages of the race, and your car will slide and spin more around gentler corners than on dry surfaces. Adjust your driving by tapping the brakes before turning and taking corners slower.



Snow

Falling snow changes the road surface and the visibility. You'll find it easier to slip and slide, although not nearly as much as with a covered snowy road surface. Visibility is affected most from the lack of contrast.



Fog

The appearance of fog on the track will reduce the visibility so corners can sneak up on you. Pay close attention to the turn warning symbols that appear. If you don't remember the corner, tap the brakes and take it at a slower speed.



Road Conditions



Asphalt

Asphalt is the easiest road surface for driving. Most of the race cars corner best on the solid surface, and controlling power slides is easy to master. But if you put even one wheel off the road, expect surprises.



Dusty Gravel

The dusty gravel roads of some stages make it difficult to get out of a slide. When in a slide, take your thumb off the gas to retain control. Tapping the accelerator around corners gives you extra speed and control.



Gravel

Gravel roads generally don't cause much trouble. If you seem to lose turning control on a corner, it's because you're in a slide. Just let off the gas to regain solid control of the car.



Snow

By far the most difficult surface for racing is snow. Not only is snow slippery, which affects the speed at which you can take corners, it's also a uniform white, making the road ahead almost impossible to see.

Time



Sunset

Sunset races can be beautiful, but the low light also reduces the contrast of the textures on objects and ground surfaces. Although visibility is somewhat reduced, it shouldn't greatly affect your race. Relax and enjoy the view.



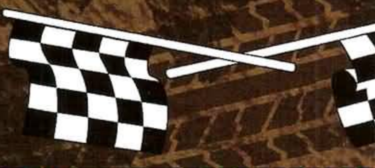
Night

Night races are the most difficult, next to races that take place on snow. The headlights of your car don't illuminate enough of the road to make driving at high speeds safe. You'll have to crank it down a notch to stay in the running.



Midday

Conditions for midday races are ideal. Visibility is good and contrast is high. Other conditions that affect races are the width of the roads and, to a lesser extent, elevation. Higher elevations generally have worse road conditions and slower average speeds.



Versus

Two players can challenge each other in any of the modes, making V-Rally a good value for people who like to play in pairs. From Arcade to Time Trials, the split-screen races add an extra challenge.





Not all two-player races pit the opponents directly against each other. In some modes, players will race simultaneously, but they will challenge the clock rather than the position of the other driver. Options include the choice of splitting the window horizontally or vertically.

View Replay

Races will be stored for future replays after you finish a race. You can switch camera angles and watch the replay as often as you want. One option replays the action with automatic camera changes.





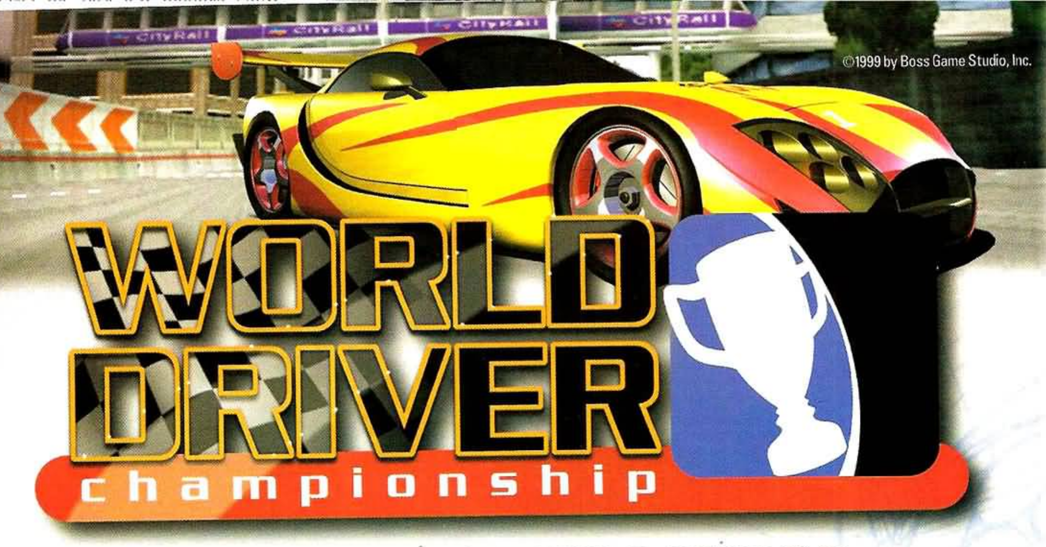
With five camera angles to choose from, V-Rally offers an excellent replay experience for drivers who want to relive the thrills of the race. One option uses shifting camera positions for an authentic televised experience. Other views include an inside-the-car perspective and trailing camera positions.

V-Rally offers interesting courses and a realistic rally challenge with good options. The graphics and crashes could be better. Ah, but you can see wild tapirs in Indonesia, and that's not something you see every day.





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TEN REASONS WHY WORLD DRIVER THREATENS CIVILIZATION

Over the past few months, Nintendo Power has heard intriguing reports coming out of Boss Game Studio in Redmond, Washington, about an upcoming 128-megabit N64 game titled World Driver: Championship. The PR statements mention spectacular graphics, gripping play control, and more depth than Gran Turismo. But from inside Boss we hear far more



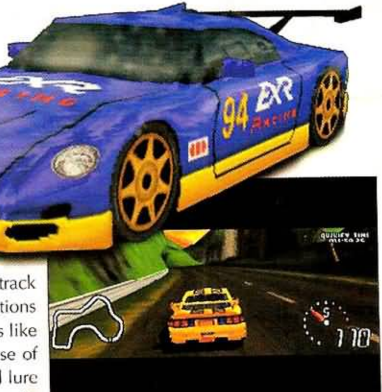
insidious tales of insomnia and horrifying accusations concerning pets going hungry, a result of World Driver's stranglehold on players. Clearly, the World Driver (WD) situation is getting out of hand. Can it really be so much more captivating than other racing games, and does it pose a threat to innocent N64 gamers everywhere? Draw your own conclusions.



Warning! THE STUN AND RUN THEORY

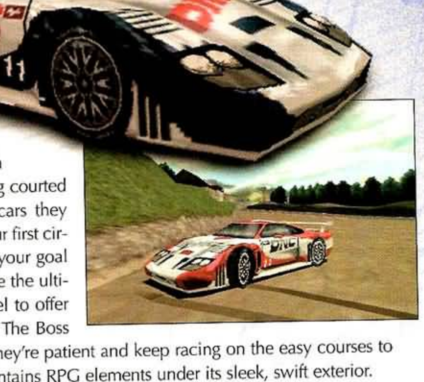
Forget Tasers and cattle prods. Future law enforcement agents will be issued screen shots of WD to stun felons. Diabolically detailed attention was given to every element, such as the animated reflection maps and lighting textures that give the illusion of correct illumination in every setting. The tracks and track environments were modeled after real locations around the world, and animated sequences like waterfalls and hang gliders add to the sense of reality. The only way to escape WD's visual lure is to play it blindfolded, which, incidentally adds greatly to the challenge.





The high-res mode, which doesn't require the Expansion Pak, provides a wide, letterbox perspective. Normal resolution is full screen, and the game runs at 30 frames per second.

2 Warning! THE OFFER YOU CAN'T REFUSE



Perhaps the most dangerous development in World Driver is the emphasis on game depth. The challenge in WD is to gain enough experience so that racing teams will offer you better cars to drive. The way to earn experience points is by winning or placing high in races. You begin as an innocent rookie being courted by two low-level teams. After testing the cars they offer, you join one of the teams and enter your first circuit. At that time, your rank will be 30, but your goal is to reach the rank of number one and drive the ultimate car. We asked the question, "Is it cruel to offer such an impossible goal to mere mortals?" The Boss answer: "Even bad drivers can win it all if they're patient and keep racing on the easy courses to build up points." So it turns out that WD contains RPG elements under its sleek, swift exterior.



Players compete for the attention of 15 racing teams in the GT1 and GT2 classes, hoping to get job offers and the chance to drive the fastest, best-handling cars so they can move up in the ranks.



Warning! DOUBLE TROUBLE

Another impressive innovation in WD is the inclusion of cool two-player options including Lap Count, AI Cars, CatchUp, and Reset Scores. Players can race against each other in a head-to-head match or enter a field of four cars including two AI-driven vehicles. The Catchup option increases the trailing player's horsepower by 15% if he or she falls more than 100 meters behind the leader. Reset Scores gives the winner of the previous race the front position in the starting grid. Four tracks and cars are open at the start of the game, but more tracks and cars become available as you progress in the Championship Mode. Using the buddy system, we have learned that players can break the spell of these multiplayer races by dousing each other in ice water after each race.



Horizontally split screens offer a wide view of the track from each driver's perspective. Players can race against each other or an entire field of cars.





Warning! CAR WARS

The cars in World Driver are perhaps the most alluring feature in the game. Each of the 34 road-hugging divas was modeled painstakingly after real-world cars. Actual names have not been used in order to protect the innocent, but the distinctive look of stock speedsters and exotic kit cars can't be concealed. The physics of the cars—how they turn, how they skid, how they accelerate and brake—is also based on real conditions, and each car has its own distinctive feel. In the matter of driver AI, the computer opponents are smart, and they can be mean, blocking you off in a tight corner or playing bumper cars down the back stretch. As you increase your rank, you'll begin to appreciate the higher speeds and better handling of newly available cars. Unfortunately, once that happens, it's a sure sign that WD won you over. Nothing will matter to you except earning the ultimate car. To date, we have found no cure for this condition—except winning.



When you choose a team and a car, you can also select the car's color. Some cars have more of an arcade feel, while others are more realistic—and more challenging.

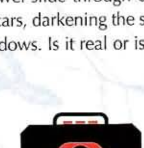


Cars come complete with all their driving attributes. The only thing you determine is whether to use the Automatic or Manual transmission.

Warning! 5
BLINDED BY THE LIGHT

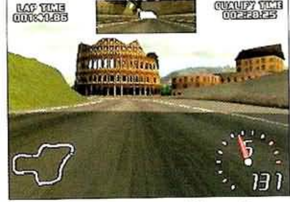
The special effects in World Driver: Championship play a key role in convincing players that the fantasy world of speed and competition is real while the rusting Chevy out back is just a half-remembered dream. Here are some examples of the masterful illusions. Lens flares recreate the blinding conditions of late afternoon sunshine. Banks of fog roll across the road, temporarily limiting visibility. At night, your headlights cut twin swaths of light down the track. Cars leave skid marks when they power-slide through corners or enter patches of dirt on the side of the road. Shadows pass over cars, darkening the surface textures, and the reflections of clouds seem to pass over the glass windows. Is it real or is it WD? The line is dangerously blurred.

Special effects, such as the lens flares that recreate the glare of sunlight, add to the challenge as well as the sense of reality of the game.



Warning! 6
TRACKING THE CULPRIT

World Driver contains ten challenging tracks: Rome, Kyoto, Zurich, Black Forest, Sydney, Hawaii, Lisbon, Las Vegas and Les Gets. (Les Gets is a tortuous mountain course in the Alps.) Each track contains three variations except for the Black Forest, which has just two variations. As you progress in the game and new racing events become available, you'll return to the tracks and find that new routes have been opened, adding to the difficulty or length of the race. Options also exist for racing the courses backward and in mirror mode. Tracks have a mix of road surfaces such as gravel, pavement and cobblestone. Before you race on a track, you can practice as long as you want then try to qualify for a top spot in the grid. The settings surrounding the actual roads are also full of interesting things, like a reproduction of the Vegas Strip, and conditions vary widely depending on the time of day and visibility. There's so much variety here that players run the risk of sensory overload.



The Colosseum in Rome and Hoover Dam near Las Vegas are just two of the wonders of the world that can be found in WD.

Warning! 7
THE LAW OF DIMENSIONAL RETURNS



It's impossible to convey the feeling of controlling any video game in a preview, but WD presents many faces of control, making it even more difficult than most games to describe. The test drive option allows you to try out the cars that teams are offering, and there's always a choice between teams. Each vehicle is rated for top speed, acceleration, handling and weight, but the true test is on the road. The main differences you'll notice between cars will be in ease of cornering and top speed. Acceleration is also important. Weight affects how cars slide out when taking corners. The highest ranked car in the game has blazing speed and tight handling characteristics, making it the top threat on any track. Your drive to possess this mystery car may be the most serious safety hazard you encounter on the road.



You won't be able to drive with the pedal to the metal at all times. Depending on your car and the track, you'll have to use strategy, speed and skill to win.



8 Warning! TOO MANY OPTIONS?

Any game of this caliber is bound to be loaded with extra options, and World Driver has a full list, which prompts the question: How many options are too many? You be the judge. The Rumble Pak adds the feel of the road to WD, not to mention the feel of opposing cars as they rub fenders. You can save Championship games on a Controller Pak. (There's no way that anyone will be able to finish this game in one go, so the Controller Pak is a must.) Under the Quick Race option, you'll find Time Attack, Practice Laps and Arcade Race Modes, and you'll be able to select from any available car. A number of ghost cars from previous races will also be available. If you want to measure yourself against the best, check out the track records. Under the stress of having to choose from among so many options, players may become overwhelmed and lose touch with reality.



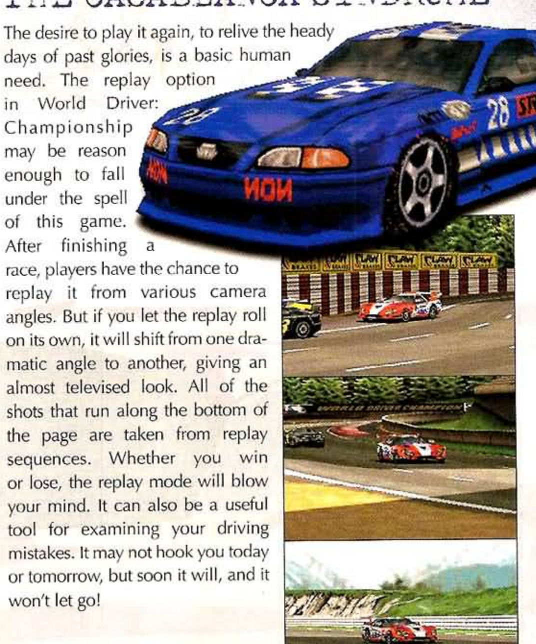
Extra modes include Time Trials and Arcade Races. The Arcade Race has a full field of cars, but the results don't affect your standing.





Warning! THE CASABLANCA SYNDROME

The desire to play it again, to relive the heady days of past glories, is a basic human need. The replay option in World Driver: Championship may be reason enough to fall under the spell of this game. After finishing a race, players have the chance to replay it from various camera angles. But if you let the replay roll on its own, it will shift from one dramatic angle to another, giving an almost televised look. All of the shots that run along the bottom of the page are taken from replay sequences. Whether you win or lose, the replay mode will blow your mind. It can also be a useful tool for examining your driving mistakes. It may not hook you today or tomorrow, but soon it will, and it won't let go!





Warning! THE UNIFIED FEEL THEORY

The greatest thrill to video game racing fans may come from the combined effects of all the features of this remarkable game. The graphics, the depth, the challenge, the cars, the rocking soundtrack and the rumbling road all conspire to create an experience that glues players to the game like flies to sticky paper. In fact, we fully believe that Midway intends to sell World Driver: Championship to every N64 racing fan on the planet! Already, we've seen pets go without their suppers. So what will happen when WDC is released this June? We believe that civilization will grind to a halt as the population of earth sets itself in front of billions of TVs, N64 Controllers in hand, anticipating the beginning of the next race.









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SUPER

HEADLINE STORY


Photo Jimmy Olsen / Daily Planet

■ The last interview before Superman's disappearance.

By PERRY WHITE
Daily Planet Editor-In-Chief

METROPOLIS — Last night in Metropolis, **Daily Planet** Staff Writer **Lois Lane** and photographer **Jimmy Olsen** disappeared just after leaving on assignment. After a diligent 2-hour search through the city, **Daily Planet** Reporter **Clark Kent** contacted **Superman** for his help. **Superman** acknowledged the fact that they were missing, and was tipped off that the two had been taken into a mysterious cyber-chamber.

Now **Superman** has decided to enter the chamber in search of **Lois** and **Jimmy**. **Superman** believes that once on

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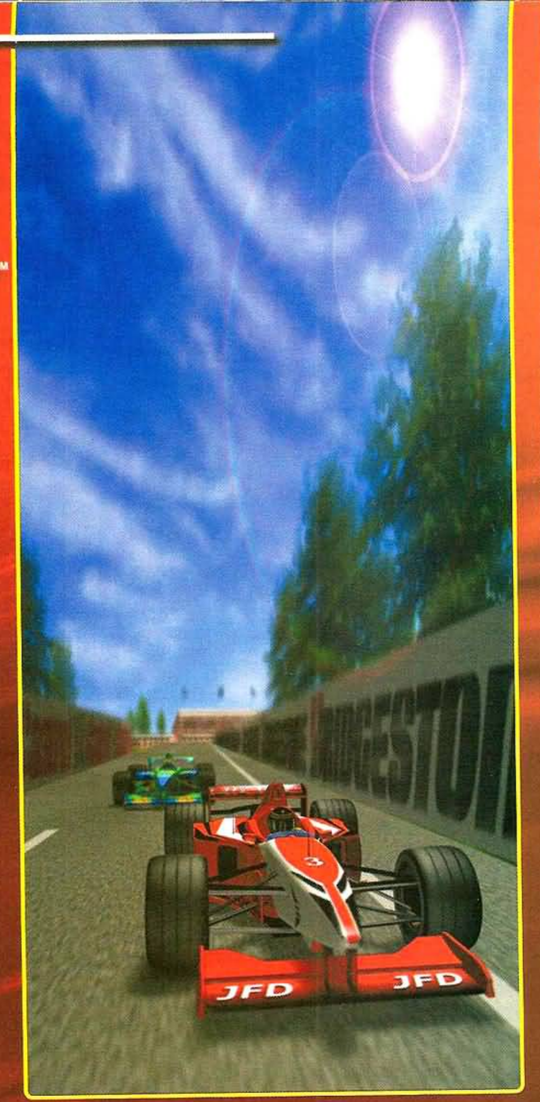
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caution against crime. Inspector
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cont. page 8

MONACO GRAND PRIX™

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Master the most perilous patches of pavement in the world in Monaco Grand Prix, Ubi Soft's high-gear racing simulation. This is no leisure tour—F-1 racing fans. At a blazing 250 kph, you'll miss the sights if you even think about blinking!

TELEMETRY FOR THE MASSES

In its finest moments, F-1 racing is sleek showmanship and marvelous mechanics working in perfect sync. Ubi Soft's impressive formula racer combines hard arcade driving with meticulous sim aspects to create a satisfying, yet demanding, racer that will challenge both your reflexes and your mind. Dive under the hood, tweak your car to your fancy, then see how fast you can go from the starting grid to the finish line without earning the dreaded black flag!







MODES

In case you want to simply slip behind the wheel and zip through the curves of Spain's finest stretch of asphalt, Monaco Grand Prix offers a Single Race Mode that allows you to speed right into the game. You can also compete in an entire season, take on human competition and challenge your own best times.

SINGLE RACE/CHAMPIONSHIP





Get accustomed to the feel of the cars and the tracks in Single Race Mode. To take a shot at the cup, race through an entire season in Championship Mode.

DUEL



Strip the course of computer-controlled cars and race against a friend. In Duel Mode, you and another player can challenge each other in a split-screen contest to determine who belongs in the winner's circle.

TIME ATTACK



As in life, sometimes the competition should be with only yourself. In Time Attack Mode, see if you can beat your own times on all of the tracks. The handy heads-up display shows you all your best stats.

PAD THE PADDOCK

You don't roll these beauties from the showroom to the finish line without getting a little grease under your fingernails. In the paddock, you can adjust the angle of the wings and choose the kind of suspension that suits your style, and decide how many liters of gas you want to start the race with.

TIRES

Select either soft, hard or rain tires depending on the conditions of the course. The weather screen will alert you of the forecast.

STEERING

Adjust the degree of sensitivity of the steering mechanisms. The higher the sensitivity, the easier it is to make the turns.

GEARBOX

Choose between automatic and manual shifting. You can also choose the speeds at which the car will shift gears, which affects the rate of acceleration.

WINGS

Raise or lower the angles of the front and rear wings on your car. A high angle will generate more downforce.

SUSPENSION

Change the level of suspension on the front and rear tires. Hard suspension increases performance but wears tires out faster.

BODY HEIGHT

Decide how high you want the car to sit off the ground. This will affect the air flow and the amount of downforce generated.

FUEL TANK

There are two gas tanks in the rear of your vehicle. How much gas will you fill them with? Remember, the more gas you add, the heavier the car will be.

BRAKES

Balance your brakes. Choose between 50/50 brake balance and weighted brake responsiveness on the front or back tires.

CLIMATE CONTROL

Monaco Grand Prix offers one benefit over racing the real thing: You can control the weather. For an extra challenge, switch on the liquid sunshine and equip your car with galoshes in the form of rain tires.



FLAGS

This isn't a mad dash for the finish. F-1 racing is a civilized sport, and if you act in an unsportsmanlike manner, you will be flagged for it. Flags will also alert you of accidents.



The yellow flag indicates that there is a hazard on the track, such as a spinout or a car blocking the lane.



Green means go—go very fast. The green flag waves when road hazards have cleared and you are free to continue racing.



The black and white flag means you've been spotted violating the rules and the officials will add ten seconds to your race time.

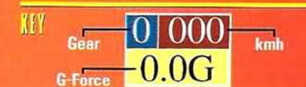


If you see the black flag, you have been disqualified. Deliberately ramming cars and taking shortcuts count as violations.



THE CIRCUITS

The track maps display the optimal speed and gear for each corner. When you select automatic transmission, you choose the speeds at which your car will upshift. Our recommended settings are to the right of each map.





AUSTRALIA

Lap Time to Beat: 1:26.654



Gear Setup
1: 15
2: 21
3: 27
4: 33
5: 39
6: 45

Take a tour down under on Australia's curve-riddled speedway. Put the pedal down on the course's long bends, but be on the look out for chicanes that will have you hitting the brakes hard. Prepare for the many corners by increasing downforce with high wings.

BRAZIL

Lap Time to Beat: 1:14.363



Gear Setup
1: 17
2: 25
3: 31
4: 35
5: 39
6: 43

The only course to run counterclockwise, Brazil's bumpy track is considered a favorite among drivers. Straights and hairpins keep a driver alternating between the gas and the brakes. Keep your car off the ground by adjusting its height, and be sure to pass on the downward slopes.

ARGENTINA

Lap Time to Beat: 1:21.495



Gear Setup
1: 14
2: 20
3: 26
4: 32
5: 37
6: 42

The five tight, nearly 180-degree turns make passing on the left almost impossible unless you drop to speeds just slightly above 100 kmh. Set your wing angles high to maximize downforce, grip the bumpy surface and avoid a costly spinout.

SAN MARINO

Lap Time to Beat: 1:23.346



Gear Setup
1: 15
2: 21
3: 26
4: 32
5: 39
6: 45

Tight corners prevent expert drivers from getting cocky on San Marino's track. You can take most corners at speeds in excess of 100 kmh, but watch out for the tricky S-curve just before the lap marker. Tighten your chassis settings to accommodate the frequent braking.

SPAIN

Lap Time to Beat: 1:16.831



Gear Setup
1: 15
2: 21
3: 26
4: 31
5: 37
6: 43

Spain's famous straightaway commands speeds in excess of 225 kmh. Keep your brakes in tip-top shape, because the demanding curves will chew up your high speeds. The rugged track surface is known for eating tires. Set up lots of downforce so you can maintain speeds in the corners.

MONACO

Lap Time to Beat: 1:14.548



Gear Setup
1: 13
2: 18
3: 24
4: 29
5: 35
6: 40

Two gorgeous straight stretches in Monaco allow racers to open up the throttle and show what the car can do, but the harbor chicane requires sharp braking. Make sure you have solid downforce and high body clearance to minimize scraping on the changing inclines.

CANADA

Lap Time to Beat: 1:15.837



Gear Setup
1: 16
2: 23
3: 29
4: 35
5: 41
6: 46

Under the Maple Leaf, you'll encounter some fantastic straights for passing the competition. A series of chicanes demand tight steering and good brakes. While in the paddock, raise your wings and maximize your downforce to negotiate the corners and still look like a pro.

FRANCE

Lap Time to Beat: 1:11.699



Gear Setup
1: 15
2: 23
3: 30
4: 34
5: 38
6: 43

Enjoy passing on France's gentle curves. Open her up on the straights and enjoy the smooth surfaces of the track. Lower the ride height to take advantage of the surface, but use tires that can handle the slick track. Enter the pits with caution right after the treacherous S-curves.

GREAT BRITAIN

Lap Time to Beat: 1:22.230



Total Distance: 308.400 km · Laps: 60
Stops: 1 or 2 · Tires: Soft

Gear Setup
1: 15
2: 20
3: 25
4: 30
5: 37
6: 44

Oddly enough, Great Britain begins with a curved starting grid. Open up the engine on the straight, but be ready to hit the brakes when you come to the blind corner at the tip of the track. In fact, enjoy all the straights, but be sure to have enough downforce to survive the curves.

AUSTRIA

Lap Time to Beat: 1:09.675



Total Distance: 306.649 km · Laps: 71
Stops: 2 or 3 · Tires: Soft

Gear Setup
1: 15
2: 21
3: 27
4: 33
5: 38
6: 43

Austria's course features the kind of straights most drivers dream about. Gentle bends allow you to lay on the gas, but without a high ride, you will scrape the bottom of your car on the inclines. The comfortable turns provide ample opportunities for passing the competition on the inside.

GERMANY

Lap Time to Beat: 1:39.759

Total Distance: 307.035 km · Laps: 45
Stops: 2 or 3 · Tires: Soft

Gear Setup
1: 20
2: 27
3: 34
4: 40
5: 46
6: 52

The track may look like a breeze, but don't underestimate the fury of the competition and the vulnerability of your car if you get caught in the middle of a pack trying to negotiate a tricky turn. Lower your wings to minimize downforce and zip through the straights and bends.

HUNGARY

Lap Time to Beat: 1:14.811



Total Distance: 305.536 km · Laps: 77
Stops: 2 or 3 · Tires: Soft

Gear Setup
1: 13
2: 19
3: 25
4: 31
5: 36
6: 41

The key to winning in Hungary is downforce. High wings, coupled with a high-geared transmission, will keep you from lagging behind on the curvy Hungarian course. Overtake drivers whenever possible, because the track doesn't offer a particularly sweet spot for passing.

BELGIUM

Lap Time to Beat: 1:45.341



Total Distance: 306.592 km · Laps: 44
Stops: 2 · Tires: Soft

Gear Setup
1: 17
2: 24
3: 28
4: 34
5: 41
6: 47

Speed-stripping chicanes and tight corners mean you can't waffle on Belgium's premiere course. Hairpins at each end of the track require you to drop down to speeds around 60 kmh, but you can use the straightaway at the lap marker to regain any position you might have lost.

ITALY

Lap Time to Beat: 1:15.898



Total Distance: 305.810 km · Laps: 53
Stops: 1 or 2 · Tires: Soft

Gear Setup
1: 17
2: 25
3: 32
4: 39
5: 44
6: 49

As you can see by the fine straights, speed is the key to winning in Italy. A couple of nasty chicanes will try to trip you up, but if you can anticipate them by downshifting just before you reach them, you will be in good shape. Use the same car modifications from Germany's track.

LUXEMBOURG

Lap Time to Beat: 1:16.753



Total Distance: 3305.252 km · Laps: 67
Stops: 2 · Tires: Soft

Gear Setup
1: 15
2: 21
3: 27
4: 33
5: 38
6: 43

Luxembourg has a reputation for experiencing swift weather changes, so be sure to fit your car with appropriate tires. The constant changes in grade require clearance. Angle your wings to generate maximum downforce, because the curves are the only places you can pass other cars.

JAPAN

Lap Time to Beat: 1:34.394



Total Distance: 310.792 km · Laps: 53
Stops: 2 · Tires: Soft

Gear Setup
1: 14
2: 22
3: 29
4: 36
5: 41
6: 46

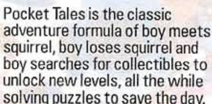
Japan's course is one of the finest circuits in F-1 racing. The chicanes will slow you down, but the two straights offer excellent opportunities to burn rubber. Using a moderate amount of downforce will carry you through the curves but allow you to open it up in the straightaways.

Rare's less-than-savage squirrel is baring his fangs, kicking some bushy tail and taking names...so he can invite them to his birthday party. He may be cute, but this rodent's also ready for action.

Conker's Pocket Tales™

My Squirrel Wants to Party All the Time

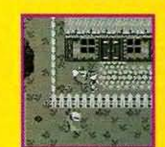
Don't you hate it when some big nut crashes your party? Conker does, and when the Evil Acorn ambushes the squirrel's birthday bash, the bright-eyed, bushy-tailed hero scurries into action. Rare's international squirrel of mystery, who first appeared in Diddy Kong Racing, makes his starring debut in Conker's Pocket Tales, an adventure packed with the most squirrel-based action this side of Rocky and Bullwinkle.



Pocket Tales is the classic adventure formula of boy meets squirrel, boy loses squirrel and boy searches for collectibles to unlock new levels, all the while solving puzzles to save the day.

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A Squirrel with Kaleidoscope Eyes



You can take the squirrel for a whirl on both Game Boy and Game Boy Color, but the graphics and controls will differ between portables. This article was based on how the game looks and plays in color.



The Evil Acorn has kidnapped Conker's squirrelfriend, Berri. To rescue her, Conker must explore the forest and solve puzzles, like placing boxes into their appropriate holes to unlock doors.



Apart from fending off enemies and foraging for birthday presents and invitations, Conker will compete in a heap of minigames, such as track and field events, to win special items.

FOREST FORAGER

Squirrels use their foraging skills to gather nuts and berries, but since when could trail mix double as a weapon for adventurers? For this expedition, Conker will have to use his foraging skills to gather a pawful of special items, and granola isn't one of them.

Slingshot

To conquer enemies with a little squirrel power, solve the box puzzle in the windmill to win the slingshot. The Conker nuts dotting the landscape will double as ammo for the long-range weapon.



Mask

Even though he has the puffy cheeks of a trumpet player, Conker will need help breathing underwater. By using the mask from the Vulture Culture, your squirrel can deep-sea dive in certain areas.



Torch

Some caves are too dark for even Conker's bright eyes to see in. If you want to go spelunking, you'll first have to use the torch to shed some light on those areas.

Saw

If he were a beaver, Conker could chew through fallen trees that block his path. As a squirrel, Conker uses his overbite mainly to gnaw at nuts, so he'll need the saw to cut a path.



Pickaxe

Conker has all the strength of a small woodland creature, but with the rock-crushing axe, he'll be able to smash through boulders.



GET SQUIRRELLY ON 'EM

As soon as Conker begins his mission across the game's six worlds, he'll find himself knee-deep (which is pretty deep for a critter his size) in more mischief than Beatrix Potter could have ever concocted for a squirrel. To stay out of trouble, get to know the four basic varieties of enemy.



Flytraps

Flytraps can spit projectiles in any direction except for straight up or down. Station yourself above or below one of the plants to blast it, but beware of the orange variety that can uproot itself to chase you.



Crows

For someone who's popular enough to have a big birthday bash thrown for him, Conker sure does have a lot of enemies. Crows, like bats, will flutter toward you, so you'll have to be light on your feet.



Blobs

The blobs ooze across the floor only while you're moving, so carefully lure them toward you. Once they're near, press the A Button to jump, then press it again while in midair to pounce on them.



Mushrooms

Most enemies, like snakes, wolves and ants, pace back and forth either vertically or horizontally. Mushrooms travel in a fixed path, too, but the fungi will charge the moment they spot you approaching.



RODENT REBUS

Monstrous describes both the size of the game's half-dozen worlds and the nature of their inhabitants, and the puzzles can also be monsters, too. Conker will have to be smarter than the average bear, craftier than a fox and wiser than any other forest creature to solve the puzzles that stand in his way.







To solve a block puzzle, slide crates left, right, up and down until they land inside a hole. Once pushed, a box will slide until it hits another box or runs into a wall or hole, so plot its path carefully. Press Start twice if you need to reset a puzzle.

THE FOREST

The Windmill

To the Aztec Temple

The Forest Guardian

To 1

Catacombs

A

The Barn
Entrance to Vultureville

Conker's House

Mushroom Lake
Dive to Mako Island

To Mushroom Town

C

To 2



There's something about Berri. The Evil Acorn has kidnapped her, and now Conker has no reason to be chipper. To find his fine, furry friend, Conker must venture through the forest seeking the advice of Acorn People and the wisdom of the Forest Guardian. They'll tell you your next destination, so listen closely or risk becoming a little squirrel lost.

A



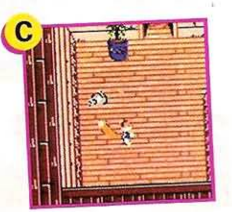
After solving the windmill's block puzzle, follow the stairs to the slingshot, then return to the Forest Guardian who'll challenge your sharpshooting skills with a target game.

B



Behind the Forest Guardian's backyard is the Spooky Woods where lots of ants and flytraps roam. If you enter, bring a few winters' worth of Conkers to use as ammo.

C



In Mushroom Town, many creatures are stirring, including toy mice. As they eke out an existence in the wind-up rat race, stomp them with a double jump to unlock nearby doors.



VULTUREVILLE

The main forest serves as the game's overworld that contains all of the levels' entrances. Return to the area to consult the Forest Guardian and other Acorn People. When you speak with any of the nutty notables, they'll tell you to journey to the barn to enter Vultureville. And while the town is straight out of the Wild West, you'll stumble upon its barn entrance in the east side of the woods.


Looking like the varmint who shot the town's undertaker, Conker lands in jail. To bail him out of trouble, use trial and error to hop on the floor switches in the correct order.


Once you've been deputized, mosey on over to the bank to battle Honker, the skunk who framed you. Fire while sliding one step ahead of the stinker to run him out of town.


Gold will buy you the Vulture Culture's mask, so head to Dusty's to win his tankard, then take it to Smithy. After he reshapes it, use it to pan for gold in the river.


If your hunt for nuggets pans out, return to the Vulture Culture to learn about the mask. Once you have it, wade into the darker areas in the water, then take a dive to find treasure.

Anti-Hsstamean

Hsstamean the snake slithers around the arena in a circular path. Back yourself into the lower-right corner near the snake's boxlike path, then fire your slingshot at the reptile whenever it slinks by. After a few hits, Hsstamean will be hsstory.



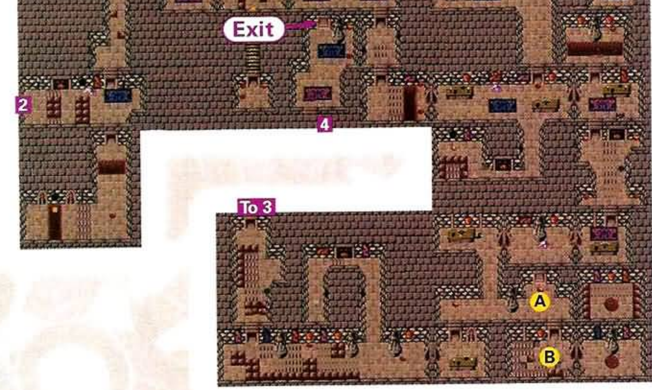
Birds of a Feather

Sol and Luxo the vultures will fly circles around you, so you'll have to take down two birds with a few Conkers. Run in a dizzying path to avoid their clutches, then blast a buzzard whenever it lands. Once you've downed the pair, you'll win the mask.





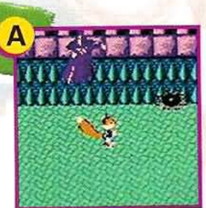




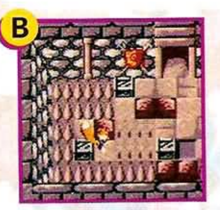


KROW KEEP

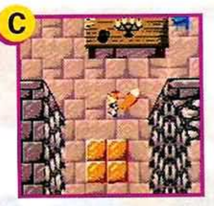
With the mask you'll be able to dive into the Southern Lake where the entrance to Krow Keep is submerged. After surfacing in the bazaar of tents, enter the first tent to earn a token, then redeem it in another tent to play the pea game. If you guess correctly, you'll gain access to the final tent that contains the Castle Key beneath its big top.



In four areas, you'll run into Waldorf the wizard, and on each occasion, you'll have the chance to win a present if you pelt him with Conkers as he paces back and forth.



The spikes rise from and retreat into the floor at regular intervals. Jump the spikes to slide your block puzzle crates, then leap out to avoid skewering your squirrel.



Flagstones conceal digable dirt patches. When you spot the yellow tiles, perform the double jump to shatter them, then burrow through the dirt to reach hidden areas.



D

For your fourth battle with Waldorf, pound the floor switch. Since it sits at the end of a gauntlet of spikes, hightail it to the switch once the spikes recede into the ground.

Waldorf Hysteria

In your final showdown with Waldorf, the wizard will throw two buzz-saws and a sword at you whenever you attack. Scurry about the floor to dodge them, then blast the sorcerer to make the blades disappear. After hitting him a few times, you'll defeat the wiz.





MAKO ISLAND

After using your Krow Keep torch to shed light into the overworld's caves, go west to take a dip in Mushroom Lake, where you'll find the underwater entrance to Mako Island. Once ashore, you'll need a boat, and by competing in the island's sporting events, you can win the four parts you'll need to assemble your craft.



Forest Wong apparently owns some beachfront property in addition to his woodland home. Visit him for advice and be sure to collect the saw in the caves near the long-jump hut.



To win in the long jump, run to the line, then press and hold A or B. Once you reach a 30-degree angle, release the button, then toggle the Control Pad from side to side.



Outswim Honker to win the rudder by alternately tapping Left and Right on the Control Pad. When "breathe" appears, hit the A or B Button while keeping your swimming rhythm.



Squirrel Nut Zipping

Set sail with your completed boat at the western dock. There Honker will race you around the isle in a clockwise-running course. To beat the salty stinker, press Left or Right on the Control Pad to rotate your craft along the shoreline.





In the coconut shoot, press the A or B Button as soon as one of the targeting boxes overlaps a target. If you can nab most of them with your first try, you'll score 7,000 points.



You'll botch the hurdles competition if you trip over one of the obstacles, so use your momentum for a boost by pressing A or B to jump while still tapping the Control Pad to run.





CLAW SWAMP

The Evil Acorn boasted he would free Berri if you won the boat race, but he was speaking only nonsense. (He is a nut, after all.) In her place, you win a special key that will unlock the Aztec Temple, but you'll need an additional key to gain entry. To find the second key, head to Claw Swamp in the north.



With the saw from Mako Island, you can chop up decayed, yellowing trees that block your path. Behind one such tree lies the pickaxe that will help you clear rocks from your way.

Sticky Little Fingers

The Swamp Fiend is a grabby, disembodied claw that will multiply more times than it has fingers. The mud will slow you down, so carefully trudge as you dodge the advances of the touchy-feely claws and position yourself to stomp them.





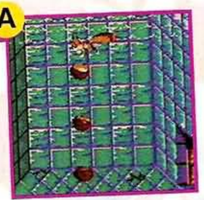


AZTEC TEMPLE

A victory against the Swamp Fiend will earn you the second special key you'll need to gain entry into the mazes of the Aztec Temple. Once you have both keys in your scruffy little paws, scurry to the north of your house to dig into the dirt patch. When you surface, you'll emerge near the cave that leads to the sixth level.



Only by earning the special key from Mako Island and the special key from Claw Swamp will you be able to enter the cave that leads to the Aztec Temple.



The pools that flood some areas of the temple often serve as shortcuts, but stay on the move when you surface since flying blades usually will greet you.



Just like Harrison Ford as Indiana Jones, Conker must dodge rolling boulders. And just like Harrison Ford as Han Solo, Conker must risk his life to bail a furry friend out of trouble.

Siegfried's Folly

He may be just a statue made of stone, but don't take him for granite. Siegfried the Stone Golem is the Evil Acorn's most powerful ally. When he's not spitting bats at you, he's inhaling to suck you into the spikes that surround him, so stay on the move.





NUTS TO YOU

After defeating Siegfried, you may think you've left no stone unturned, but the Evil Acorn has one final trick up his sleeve. Eluding you yet again, the Evil Acorn has a final showdown in store for you, and perhaps then you'll finally be able to reunite with Berri and resume your birthday shindig. But don't start partying just yet, because the nutmare isn't over.



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NINTENDO POWER PLAYS LEFT FIELD

The amazing digital puppeteers at Left Field breathed life into a polygonal Kobe with last year's hit, Kobe Bryant in NBA Courtside. This year, it looks like they'll work their magic not only on the court, but in the mud, too.

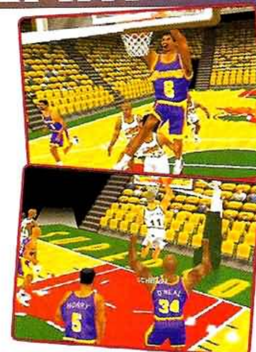
THERE'S NO "I" IN TEAM

Left Field Production's unassuming office in Westlake Village, California, 25 miles north of Hollywood, houses some of the most talented programmers for the N64 and Game Boy. Instead of spending time and money on lavish office decorations, Left Field pours all of its resources into games. Our first look at Kobe Bryant in NBA Courtside 2 and Excitebike 64 shows that the energy is well spent.

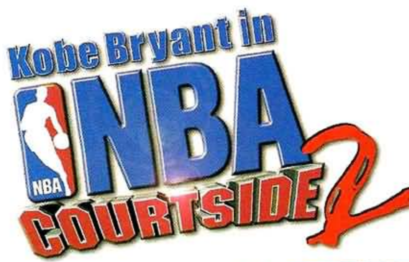
Left Field was more than eager to show off the fruits of their labor. And Courtside 2 and Excitebike 64 turned out to be tasty treats indeed.

The Left Fielders operate as a team. They have bangers and mash together (many members of the staff are English), they run concepts by each other daily, they even play soccer together once a week. What they truly have in common, though, is that they all approach their work with the same enthusiasm Kobe has on the court.

Their camaraderie is based on their love of games, which is obvious when you take a look at Courtside 2 and Excitebike 64. Whether or not that camaraderie spills over into their weekly soccer game, of course, is debatable.



Courtside 2 is shaping up to be the premiere basketball powerhouse for the Nintendo 64.





Take it to the hoop with Kobe Bryant's fan-tastic encore in Courtside 2!

MORNING GLORY



TEAM KOBE:
UMRAO MAYER
CHRIS LAMB
JEFF GODFREY
PHIL WATTS
RUSS TRUELOVE
NOAH STEIN
MIKE KNAUER
SCOTT BUSH

Each Monday morning, the Courtside 2 team assembles in a conference room that doubles as a programmer's office to update each other on the progress of the sections of the game they are responsible for. Today, Jeff Godfrey is polishing the crowds, Noah Stein is assembling a three-point contest, Phil Watts is cleaning up the animation to ensure a clean 30-frames-per-second presentation, and Chris Lamb is making sure it all sounds good.

Umrao Mayer, the team's spokesperson, is certain about Courtside 2's chances for success. "We know Courtside 2 is going to blow away the competition. It will be the best-looking and playing basketball game on the market. Courtside 2 is not lacking in any area. We are confident that all the reviews will say the same." After you see the game in motion you, too, will share Left Field's confidence.

> "We know that Courtside 2 is going to blow away the competition."
> —Umrao Mayer



A red arrow accents the player you are controlling. The player's name also appears beneath his feet.



Wearing the gold and purple jersey, Bryant goes in for another hot dunk in Courtside 2.

KOBE GETS A NEW FACE



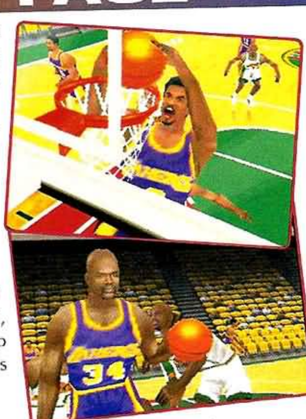
Question: If it takes Phil Watts and Jeff Godfrey two hours to map a player's head completely, and there are 348 players in the game, how many hours have they spent blurry-eyed in front of a monitor?

Answer: 696 hours, or long enough to watch all three original *Star Wars* movies 110 times.

When we knocked on the door to Phil Watts' office, we found him and Jeff Godfrey huddled around a monitor, fitting basketball players with new heads. We were immediately curious.

It turns out these heads are sophisticated models constructed of 200 polygons. (The original Courtside used only 40 polygons for each head.) With only a quick glance, we were able to easily identify Kobe Bryant and Shaquille O'Neal's high-res mugs. And best of all, despite all the labor-intensive animations, steep polygon-counts and high-resolution graphics, there is absolutely no slow down.

> "It's our goal for every gamer to recognize every NBA Player."
> —Umrao Mayer



THINK FAST, PLAY FASTER

If you want somebody to blame when the computer blocks your sure-fire jump shot, blame Left Fielder Noah Stein. Stein is responsible for balancing the computer's artificial intelligence. In essence, he's giving the Scarecrow a brain. While nobody appreciates a machine with all the answers, making the computer a total pushover is hardly considered a good time on the court.

Stein is creating "an interplay between what you do and what it does back." That means smart defense that tries to block your layup, but only if the player is in the right place when the shot occurs. Or, instead of having the five computer-controlled players steamroll the court and smother your team, the computer will "think" about your player's weaknesses and capitalize on them. And just like a real basketball game, sometimes the computer will leave the basket wide open for a jam-tastic dunk.


Noah Stein's goal in life, at least until Courtside 2's ship date, is to make sure you don't snow the computer and it doesn't demolish you on the court.

"Sports titles have the most sophisticated AI in games."
—Noah Stein


The computer left the basket wide open (for once!), and we went straight to the hoop to dunk it.

MAKING HIMSELF HEARD



It's Chris Lamb's job to tap his toes, snap his fingers and come up with the energized themes for Left Field's games. Currently, Lamb is fine-tuning the theme that might appear on Courtside 2's Option screen. It's a bouncy blend of hip-hop and electronica dressed up with a repeating "NBA" chant (voiced by Lamb himself, slightly distorted by his Vocoder).

Lamb is creating multiple techno themes for Excitebike 64, too. His goal is to energize gamers while they play, and judging from the fact that we can't stop humming his tunes, he has the skills to do so. "The audio has got to back up the game," he stresses. Lamb's dedication to his work is music to our ears.

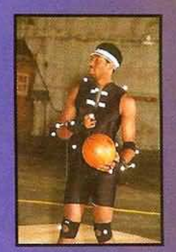
MOTION CAPTURE

If Left Field was looking for some monster dunks and dazzling ball-handling skills, Bryant delivered big time during the motion capture session. "He was a real joy to work with," comments Maxwell. Not only was Bryant willing to give up all the moves Left Field asked for, he maintained a sense of humor and good spirits, all while wearing a suit that made him look like an extra from *Tron*. Talk about getting into the game—literally.

Bryant shared a couple of his own personal signature dunks with Left Field for use in Courtside 2. According to Maxwell, Bryant had only one request: "Make sure only my character can do these." It was a request they were more than happy to fill. So when you're playing Courtside 2 at home this October, be on the lookout for a couple of dunks you can't get out of anybody else.

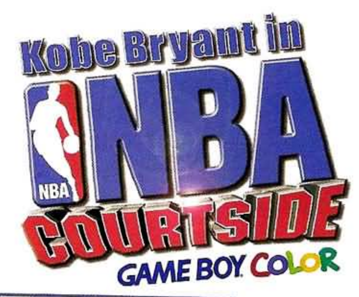
"[Kobe] was a real joy to work with."
—James Maxwell


Going for lay-ups is a breeze for Bryant. Looking smooth while wearing light sensors is another story.



For four hours a day, Bryant provided his classy moves and trademark dunks for Courtside 2.







The NBA hits the road in Kobe Bryant in NBA Courtside for Game Boy Color.





AWAY GAMES

Players spend over half of the season on the road, so Left Field is making sure you, too, can enjoy a quick game while you're away from home. Courtside for Game Boy Color captures the throbbing energy of a full-court press and manages to squeeze it into the pocket-friendly handheld. All of the NBA teams are up for grabs in Courtside, and Left Field has successfully recreated every home court in the sport in astonishing detail.

Courtside is optimized for Game Boy Color, but also works with original Game Boy.



The graphics are detailed enough to ensure that your eyes don't get lost when players crowd the key.



Courtside for Game Boy Color features full-frame, cinematic animationsfor dunks.

THREE-ON-THREE

Courtside eschews standard NBA rules in favor of a run-and-gun, three-on-three style of play. The decision to switch to a more arcade-ish game works for Game Boy Courtside. Keeping tabs on ten tiny players and a bouncing, orange ball can be rough on the eyes—using the three-on-three approach is a lot easier on the optics. It makes for a much more satisfying experience.

Courtside for Game Boy uses a fixed-point isometric camera to follow the action. Maxwell and his team have also implemented an "auto-defense" feature, leaving gamers to concentrate their gray matter on slamming dunks instead of keeping the computer at bay.

> "We've got great animations for tip-offs, alley-oops and dunks."
>
> —James Maxwell



A white arrow will indicate which player you control. Once you get the ball, take it straight to the cylinder!

WHATTA MATCHUP!

Connect two Game Boys with a Game Link Cable and get ready for the toughest tip-off of all—human competition. Courtside against the computer is fun, but playing against a friend is a real blast. Select teams and players from the full NBA roster and choose among eight different offensive and defensive strategies.

In addition to supporting the Game Link Cable, Courtside also tracks player stats and saves season standings with a battery backup. Courtside for Game Boy truly has it all!





EXCITEBIKE 64



Catch the big air in Left Field's motocross masterpiece: Excitebike 64!



TEAM EXCITEBIKE 64:
BEN STRAGNELL
MIKE LAMB
SAM BAKER
JON EVANS
ALLAN HAYBURN
ALLEN FERNANDEZ
JAMES MAXWELL
RICHIE ROMERO
GEORGE SIMMONS

"THINK VERTICAL."

That's how Left Fielder Mike Lamb wants you to approach Excitebike 64. If game design were like fashion design, Left Field would consider horizontal *soooo* yesterday.

Snatching the big air is what makes modern motocross so exciting, so the Left Fielders have dedicated their efforts to realistically recreating the sport that tries to bend all of Newton's laws of physics to the breaking point. Careening around corners, flying high after a double jump and landing a knack-knack salute before a crowd are all standard fare in this adrenaline-pumping racer.

In Excitebike 64, you must tame 12 savage tracks, six outdoor rallies and six stadium stunt tracks. Allen Fernandez says, like the sport, "the tracks don't have traditional lines."

The game will move at a silky 30-frames-per-second and use the Expansion Pak to deliver an eye-popping high-res mode. Excitebike 64 will also include 32 mid-air tricks, host a four-person multiplayer mode and feature a user-friendly track editor.



With the help of the Expansion Pak, Excitebike 64 is fully outfitted with amazing photo-realistic backgrounds.

BABY'S FIRST RIDE

Keep a tight hold on your Controller, because the Rumble Pak will almost rip it out of your hands! You'll feel every bumpy surface and hard landing, and if you've ever seen real motocross racing, you know there are plenty of those. A special Camera Option allows you to press the R Button and view your stunts from various angles.

> "Inverse kinematics produces the real-time, fluid motion of the riders."
> —Ben Stragnell

The version we took for a test drive featured a temporary soundtrack of rollicking guitar licks, and it set the mood perfectly. Maxwell would like to court some popular artists to provide music for the release version.

The animation of the riders is exceptional. It wasn't practical to use motion capture, like Courtside 2 does, to recreate the riders' movements. Instead, Left Field uses a technique called "inverse kinematics" to fabricate lifelike reactions between the speeding bike and rider. The effect produces a realistic-looking ride.





Maxwell states that the biggest inspiration for the Excitebike team is Waverace 64. If they can live up to that masterpiece, they have a hit on their hands.



If you land a jump incorrectly, you'll be thrown from your bike. That's gotta hurt!



Just as you start your jump, press the R Button to see the action from a special camera angle.

ON THE FAST TRACK

Half the fun of motocross is the pure speed. The other half is the jumps and tricks. Excitebike 64 promises plenty of both. Maxwell and his team have loaded the game with 32 tricks you can pull off in midair with various button combinations. Lay your bike on its side to perform a table-top. Address the crowd with a knack-knack. And if you're really feeling daring, look mean ol' Mr. Gravity in the face and execute a superman.





You can't pull off these tricks without speed, so open up the engine as you approach a major jump. If you slam into the second hump of a double jump you'll case the bike and lose speed. Land too hard and you'll endo right into the dirt. You can vary the speeds of the bike by choosing from the different motor classes, from 80cc to 250cc. Selecting a higher motor class will open up new portions of the tracks. Racing becomes more perilous as you up the speed, so be sure to practice the tougher tracks with an 80cc bike before graduating to a bigger motor.



Bumpy surfaces + Rumble Pak = funky hand massage. Your hands will tingle after playing Excitebike 64.







DISHIN' THE DIRT

There's more dirt to explore in Excitebike 64 than what's on the 12 tracks. Satisfy your need to tear it up freestyle with the Desert Jumps Mode, a 360-degree free ride across endless dunes.

No two rides across the desert will be the same. Excitebike 64 "fractally generates" the desert, randomly building steep jumps to tame and carving smooth troughs for opening up the throttle. While the desert is ever growing, it certainly isn't ever changing. The game remembers the landscape, even after it's out of sight, so you can turn back and race over your favorite jumps.

You will spend equal time in the air and on the ground in Excitebike 64. To borrow a name from a Disneyland attraction, this is truly Left Field's Wild Ride.

MAKE TRACKS

Course architects will get a kick out of Excitebike 64's extreme track editor. Manipulate insane jump heights, create twisty-turny courses and save them to Controller Paks for playing and trading. See how hard you can punish your friends with wild stunt courses from the crazier side of your imagination!

BOTTOM LINE

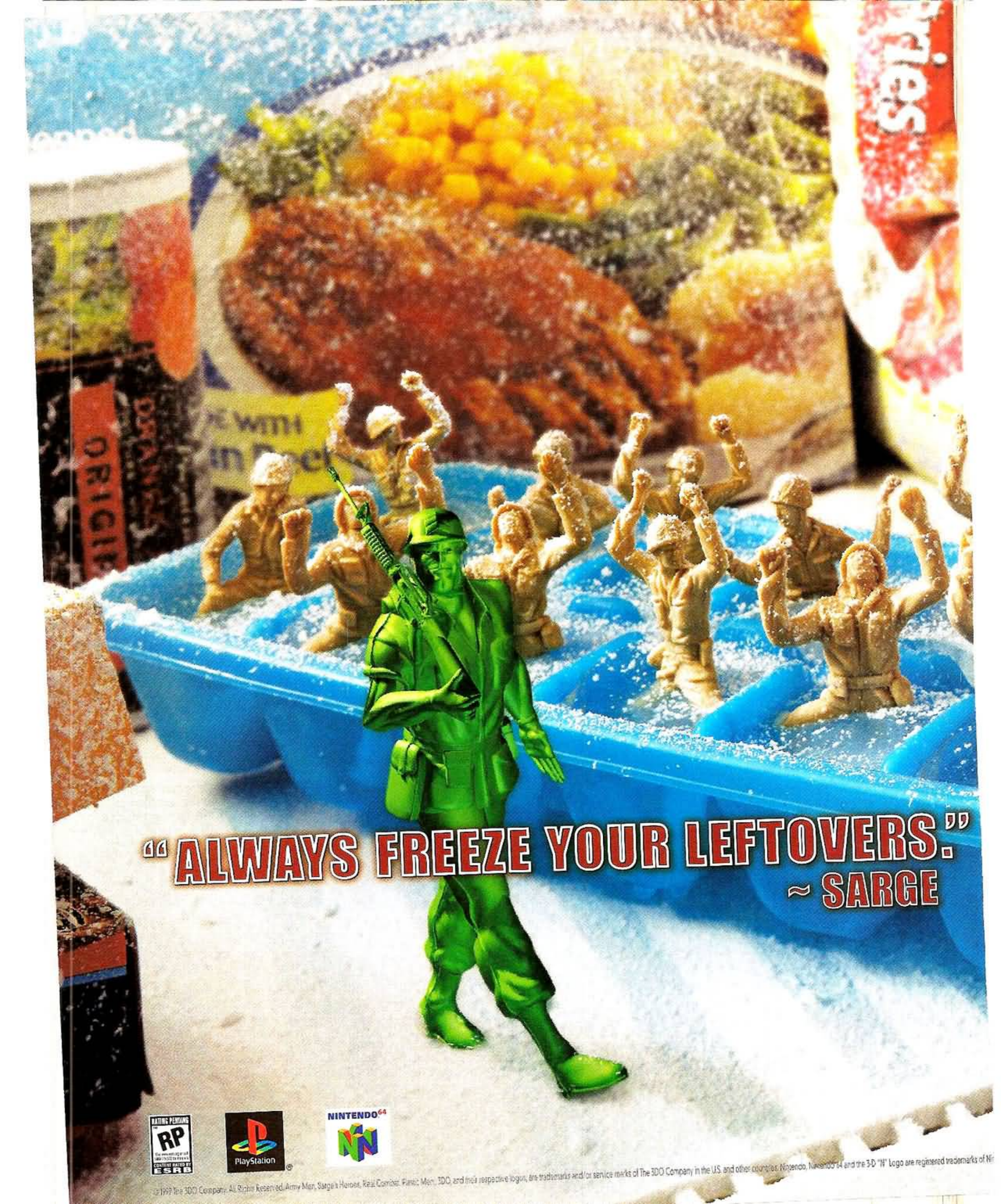
Courtside 2's release date is scheduled to coincide with the start of the basketball season, so the nine busy Left Fielders have plenty of time to continue tinkering with their potential full-court masterpiece. Excitebike 64 won't hit the shelves until winter, leaving the player plenty of time to gear up for the challenge.

Mayer is rightfully proud of his team's progress on Courtside 2. It's a—ahem—slam-dunk.

There is a gentle competition between the Courtside 2 team and the Excitebike 64 team; each group strives to be better, not for the cutthroat office politicking, but for the good of the game. If there were to be a winner named in this friendly contest, it would have to be the gamer. Because, bottom line, these are going to be great games.



After having their picture taken, the Excitebike team rambles back to the office, ready to get back to making their game an instant classic.



"ALWAYS FREEZE YOUR LEFTOVERS."
~ SARGE
RATING PENDING
RP
CONTENT RATED BY
ESRB
PlayStation
NINTENDO64
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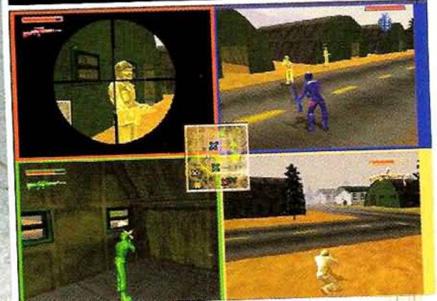




ARMY MEN
SARGE'S HEROES

REAL COMBAT. PLASTIC MEN.™





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R-TYPE DX™

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Blast open a dangerous and colorful cosmos with the sleek R-90, in Nintendo's faithful translation of the flashy, classic arcade shooter and its thumb-numbing sequel for Game Boy Color!











R-Type DX contains black and white versions of the great space coaster for use on Game Boy and Game Boy Pocket. The graphics are slightly different, but the challenge is definitely intact. You can play only the separate installments of R-Type and its sequel on the original Game Boy. The challenge of R-Type DX, a fusion of the two games, is not available in black and white.

When R-Type first touched down in the arcades in 1987, it was an immediate sensation. R-Type shifted the paradigm with its revolutionary design and stylized visuals. It soon became the benchmark shoot-'em-up for all other games to measure up to, but none has managed to succeed in cloning the fun of the original. Now, solid translations of R-Type and R-Type II are arriving in a wild blaster that's sure to leave an imprint both on the galaxy and on your Game Boy Color.

WHICH TYPE?

Which type of R-Type is your bag? This Game Pak contains not only the excellent conversions of R-Type and its sequel, R-Type II, but it also boasts the ultimate challenge in the cosmos: R-Type DX.

R-Type

The time-honored classic is just as fun today as it was the first time you slid a quarter (or a series of quarters) into its coin-operated big brother.

R-Type II

The sequel didn't get as much press as the original, but by no means is that a testament to its fun factor. R-Type II is just as playable as the original.

R-Type DX

R-Type DX is the combination of the first two games, strung together in an insanely difficult blast-a-thon that will keep you glued for hours.

Bonus Game: De Souza

As a little bonus, the programmer included a drawing program that allows you to draw with the A Button and erase with the B Button.

THE R-90

Save the galaxy in style with this easily accessorized starship. The R-90 sports a potent blaster to begin with, but half the fun in R-Type is upgrading your ship into a full-fledged one-ship army.





Store up your blaster's power by holding down the B Button. When the meter at the bottom fills up, release the button and mow down the enemy with a charged-up energy burst.

ACCESSORIES

The very first accessory you'll pick up for the R-90 is a metallic force ball that attaches to the front or back of your ship. Pick up a second upgrade icon to start using the ball's special weapons.





Press the A Button to release the force ball. It will shoot out ahead of you and damage everything in its path. Attach the ball to your ship's rear by backing into it to protect your assets.

MAP KEY

U — Upgrade

Shoot down the small, white, two-legged ships. They contain weapon upgrade icons.

A — Air Attack

Most enemies will attack from the air. They often fly in formation and take only one hit.

G — Ground Troops

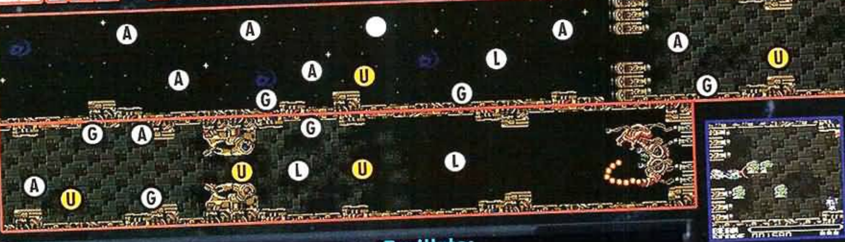
Ground-based enemies are harder to hit. Don't steer into the ground by mistake.

L — Large Enemies

The larger enemies require multiple shots to destroy. Use the burst attack to destroy them.

LEVEL 1

For your first assault on the BYDO Empire, you must shoot down waves of star fighters before braving a long corridor of deadly droids and other mechanized nemeses. At the end, you will confront the giant Gladiator.





The force ball not only absorbs enemy fire, it also does substantial damage to your foes. If a swarm of enemies nears you, plow into them with your force ball while shooting to clear the air.

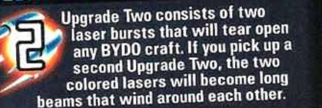


Charge up a burst attack and fly into the center of the rotating turrets. Shoot the red unit to make the other turrets self-destruct in a chain reaction.

Reflecting Laser

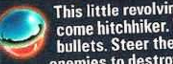
Upgrade One is a blast of three lasers that deflect off walls and cut through the hulls of oncoming enemies. This weapon works best against grounded enemies and hard-to-reach foes.

Oscillator



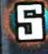
Upgrade Two consists of two laser bursts that will tear open any BYDO craft. If you pick up a second Upgrade Two, the two colored lasers will become long beams that wind around each other.

Orbiting Bit



This little revolving bit is a welcome hitchhiker. It will absorb bullets. Steer the bit into weak enemies to destroy them.

Speed



The R-90 is a little slow at the beginning of the game. Pick up Speed icons to increase your ship's velocity and maneuverability.

THE GLADIATOR

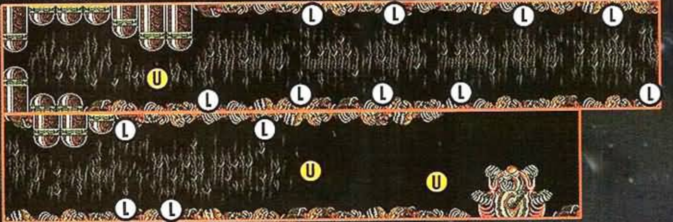




The Gladiator hovers at the end of Level One. A green head nestled in its tummy will shoot rings at you while a tentacle deflects your shots. Aim your force ball at the head and fire away.

LEVEL 2

The organic tunnels beneath the BYDO fortresses are alive with evil. Shambling horrors lurk within the tissuelike walls, waiting to pounce on your R-90 as you zoom by.





The beasties in the walls give their positions away by shaking before they leap at you. Watch the ground for motion, and keep your laser charged up. They require more than one hit.



Use the Fire Chain upgrade to incinerate the bugs before they can jump. The fire trail will slither across the ground and damage the monsters so you can destroy them faster.

SNAKES ALIVE



Gomba is a hive of centipedes that swirl about the screen. Launch the force ball directly over the eye. Then position your ship in the lower-left corner of the screen. Press the A Button to recall the ball. It should get stuck on the valve, on top of the eye. Keep shooting until Gomba's heart beats no more.

Fire Chain



Upgrade Three emits from the force ball two trails of fire that snake along the surface and burn up anything in their path. It is especially effective against multiple ground enemies.

LEVEL 3

You must intercept the flagship of the BYDO Empire, Battleship Crusader, before it can orbit around earth. The surface of the thundering starship is covered with twirling gun turrets and monstrous thrust engines that will sear your R-90.





Use charged-up laser attacks along with the Fire Chain to destroy the exhaust ports on the undercarriage of the warship. They take many shots to destroy, so hang back and keep firing.



The purple pod on top of the warship is the cruiser's sole weakness. After it finishes lobbing missiles, position the force ball against the pod. The ball will deflect the bullets and damage the pod.

LEVEL 4

The Baldo Gardens are home to the lethal Baldos, mindless menaces that try to smash your ship with their near-invincible bodies. Look out for hordes of walking tankers that ambush your ship.

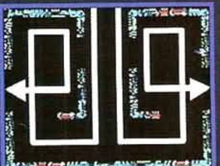




Position the force ball on the back of your R-90 at this point. Back into the chamber and pick up the weapons upgrade. The ball will absorb the bullets from the yellow wall-walkers.

Your bullets have no effect on the Baldos, and they pass right through your force ball. When trying to slip by the Baldos, concern yourself only with the R-90. The ball is superfluous.

STAY ON THE MOVE

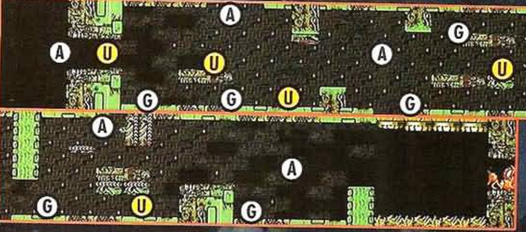




There is no boss in the Gardens, just a legion of Baldos. Navigate around the walls and keep out of the Baldos' paths. Launch your force ball at the Baldos to inflict maximum damage.

LEVEL 5

As you enter the caverns of Level Five, a pack of big-headed BYDO minions will confront you. Bulldoze them with the force ball and be on the lookout for ground troops with itchy trigger fingers.





Many foes will approach from the rear on this level. Position the force ball on the rear of your ship as a cushion between your ship and their laser fire.

TRASH BIN



Lunar, the trash compactor, will drop scrap metal on your R-90 from above. If you have the Bit, use it to protect yourself from the falling junk. Keep firing at the Lunar's eye when it pops open.

LEVEL 6

The final level of the original R-Type sends you hurtling down a fleshy chute on a crash course with the brain of the BYDO Empire. Upgrades are few and far between on this level, so be sure to collect them all.



END OF R-TYPE I



Little green squidlike ships will emerge from the walls. They take only one shot each to dispatch. The blue swirl that dances about the screen, though, is indestructible.

BRAIN DRAIN





BYDO's brain is hiding behind two clenched jaws. To uncover it, fire repeatedly at the jaws. When the mouth opens, fire your force ball into the brain. The jaws will close behind the force ball, destroying the brain.

R-TYPE II

The challenge of R-Type DX continues with the resurgence of the BYDO Empire as it approaches earth in R-Type II! The graphics are definitely better, but the forces of evil are also stronger.

Upgraded Blaster

Your blaster is much more potent in R-Type II. When you charge up the laser, the meter will still turn blue. Continue charging it until the meter is completely orange for an impressive blast that fans the area.

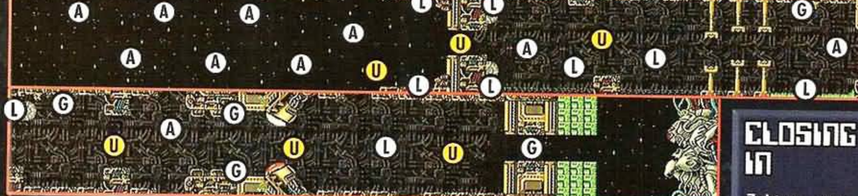


Bomb Upgrade

Groundlings in R-Type II, beware—you're packing serious heat this time. Instead of missiles, you now have powerful bombs at your disposal that create pools of fire when they hit ground.

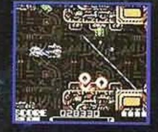
LEVEL 7

The level may be called the Ruins, but it certainly seems to be full of activity. After disposing of an armada of red fighters, you must watch out for bubbly pods that jump out at you from the watery depths.





Your regular lasers have little effect on these podlike ships. Charge up your laser and let 'em have it. If you line up the pods, you can take several out in one charged-up shot.



The factory bubbles release squads of tanks. Use the reflective lasers in the narrow chamber to wipe out the tanks and open fire on the bubbles to halt the production.

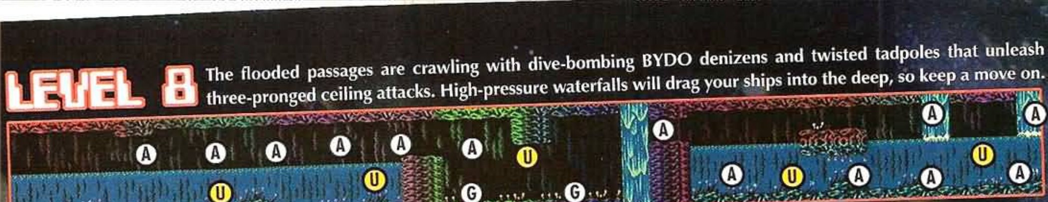
CLOSING IN

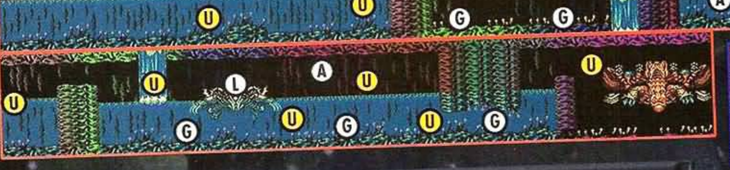


Zabtom consumes half the screen and ups the urgency of the situation by filling in the other half with an encroaching wall. Charge up your blaster and wait for its red eye to open. A few charged shots will destroy the megaton monster.

LEVEL 8

The flooded passages are crawling with dive-bombing BYDO denizens and twisted tadpoles that unleash three-pronged ceiling attacks. High-pressure waterfalls will drag your ships into the deep, so keep a move on.





The tadpoles that bubble up to the surface pop on the spiked ceiling, raining three blobs of acid on your starship. Shoot the tadpoles while they are underwater.

REAL UGLY





Inexsis is a foul creature that hovers in the center of the screen, shooting vertical lasers at your R-90 as you try to pass overhead. Dodge the powerful lasers and fire charged-up shots at the eyes on the top and bottom of the reeking horror.



The jellylike starfish require multiple shots. The rushing waterfalls will drive your ship into them, so charge up your laser and shoot them immediately.

LEVEL 9

In Level Nine, you must strafe the surface of the battleship Mammoth. When you're not blasting laser cannons or squadrons of enemy ships, you'll be dodging a steady stream of bullets.



The behemoth cannot fill every pixel of the screen, so look for places to hide when the hull starts moving. Never stop blasting—there's always an enemy just ahead.

THE PRISONER

The Prisoner is a giant boat flanked by two turrets. Two hatches on the lower half of the ship release land mines. Mirrors in the center deflect your lasers.



If you have the reflecting laser, try to shoot it so the beams bounce around the center of the Prisoner. Launch the force ball into the center of the ship and keep firing to destroy Prisoner.

LEVEL 10

The rust-covered walls of Level 10 house an armada of mining vehicles that leave behind a trail of squares that block your path. Don't hug the back wall—enemies now tend to sneak up from behind.



The mining ships build walls that can entrap your R-90, leaving you with nowhere to go. Shoot the tiny ships before they can cut your mission short.

WALLED IN



Waves of spinning walls approach your ship from the right. Shoot the columns to start them spinning and slip through gaps to attack three-eyed Rios.



Charge up your blasters until the meter turns orange. You can use the full attack to cause damage to multiple eyes, instead of targeting individual eyes.

LEVEL 11

The final level of R-Type DX takes you through the dense forests of the BYDO home world. There are no obstacles to avoid, so just keep blasting until you've cleared the skies of the alien threat.

Many enemies will attack from above. If you have the Bit, you can steer it into the descending foes and destroy them. Never let off the lasers, because beasties will attack from all sides.

FINAL SHOWDOWN



Four captured R-90s surround the twin brains of the BYDO Empire. Avoid crashing into the ships, and repeatedly fire at the wall protecting the brain. When the wall opens, fire your force ball at the brain and watch the fireworks.

Once you finish a level, you can choose to start the game at that point from the Options Screen. Practice the hard levels and see if you can finish the game without continuing!

Choose Your Weapon

HARRIER 2001

You're going to need some heavy metal for this confrontation.






A ruthless mercenary force has captured an island nation rich in a deadly chemical element capable of creating bombs that make nuclear devices look like firecrackers.

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COUNSELORS' CORNER

BEETLE ADVENTURE RACING



IS THERE AN EASY WAY TO PRACTICE GETTING POINT BLOCKS?

Earning bonuses is tough when you have to avoid other racers, so you need to get the point blocks to appear in Time Attack Mode. In Championship Mode, earn the Time Attack Bonus Blocks and Breakables cheats, and turn them both on in the Single Race Cheat Menu. Play a Time Attack Single Race on the track where you want to practice and take your time finding the Point Blocks—they won't count toward bonuses, though.



On Metro Madness, smash through the glass train station entry and go right into the tunnel to find the Time Attack Bonus Blocks cheat.



The Breakables cheat is hidden under a straw awning in the Village of Sunset Sands. Check behind the pair of crates for your reward.

? HOW DO I REACH THE CAVERN LEDGE IN MOUNT MAYHEM? ?

You may have noticed the high ledge in the deep stalactite cavern as you went soaring by, but maybe you've never reached it. It can be done, but not easily—the shortcut is the hardest in the level. Maintain your speed around the corner as you exit the crystal cave, then gun it up the hill. Stay right instead of following the road into the cavern, plow through the pine trees and launch into space aiming for the left side of the ledge. If you're going around 115 mph, you should just make it. Once in the tunnel, take the right fork to get bonus blocks and a couple of Nitro boosts.

Let off the gas as you make the left turn out of the sparkling crystal cavern, then open up the accelerator all the way up the hill.



Faster cars can pull the jump off from either side, but if you're driving a low-level Beetle, go right and aim for the left part of the ledge.



The left fork will put you back on the main road with no reward, so go right and get 14 points, a pair of Nitros and a sweet shortcut.

▸BATTLETANX



HOW DO I FIRE OFF A 'WEAPONS BURST'?

When you really want to let someone have it, store up 15 or more of certain kinds of weapons then take aim at some poor, unsuspecting enemy. Once you're locked on, press the A and B Buttons simultaneously to release all of the ammo in one huge, destructive burst. This nasty but thoroughly enjoyable trick works only with swarmers, guided missiles, lasers and mines.



Keep hoarding your ammo until the time is right, then get your victim in your sights.



The guy never knew what hit him. That's what we do to tailgaters in these parts!

? HOW DO I DRIVE MY GOLIATH TANK? ?

Every level that requires you to defend a base will come equipped with your very own base watchdog, the Goliath tank. During the fight, press top C to switch from the tank you're driving into the cockpit of the Goliath. Once you're on board, press and hold bottom C for a few seconds to "off-rail" your tank, taking it off the preordained patrol track and allowing you to roam about the level with impunity. Mastering the tank switch is integral if you want to protect your own—whenever your base comes under attack you have to be able to respond immediately to the threat with multiple tons of angry metal. Then, when you've finished off the intruders, switch back to your roaming tank to continue the mayhem. Unfortunately, you can't off-rail the Goliath in Bonus Rounds.



It looks like the base is under attack! Get off your treads and jump into the Goliath.



Once you're off-rail, you can dole out destruction wherever your heart desires.

? WHY CAN'T I SEE ANYONE ON MY RADAR? ?

Your radar will be completely useless until you find the radar item, which is hidden somewhere in the level. Once you find it, your tasks become infinitely easier, so make it a priority at the beginning of each quest. If you're on a level that requires you to protect your Queenlord and the enemy captures her, she'll appear as a red triangle on the radar. Drop everything and give chase, because if they escape with her, your days of wrecking buildings are over!



First things first. Hunt down the radar item so that you can get an overview of the surrounding area, and watch for tanks that try to flank you.



If you spot an area that enemies keep emerging from, it's probably a bunker. Destroy non-fortified ones to prevent more tanks from appearing.



They've got her! Drop what you're doing and chase down that red triangle, or your goose will be cooked. Long live the Queenlord!

▶STAR WARS: ROGUE SQUADRON



HOW DO I GET THE GOLD MEDAL IN THE PRISONS OF KESSEL?

The most common problem is failing to find enough enemies. Instead of blowing up enemy bunkers, wait until Crix Madine's Rebel commando team lands and enters each prison. At this point, stormtroopers will pour out onto the landing pad to be helplessly cut down by your blasters. If you blow up the bunkers too early, you'll get credit for the bunkers but not the stormtroopers.



Hold your fire until you hear Crix Madine say, "Rebels located! We're on our way!"



Right on cue, a flood of angry stormtroopers will pour out onto the pad. Be merciless.

? WHERE ARE THE ADVANCED BLASTER CANNONS? ?

Imperial technology is always at a premium, but it's especially hard to locate these elusive armaments. First, you must fight through the Battle Above Taloraan, torching the Empire's Tibanna gas supplies while avoiding civilian holding tanks and acing the occasional TIE fighter. Near the last gas platform you'll notice a large floating city tightly packed with buildings. The advanced blasters are hidden near the center of this nest of metal, and navigating the tight alleyways is extremely difficult, even in the highly maneuverable A-wing. If you're truly desperate you can blast a few of the buildings to clear a path, but prepare to have Kasan Moor yell at you for causing friendly casualties. The best bet is to dive-bomb from above, grab the technology, then pull up and brake to escape.



The Imperial stash is buried somewhere in there—how badly do you want it?



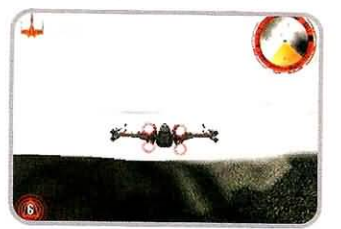
Come in slow from directly above, make the pickup, then aim for the clouds and pray.

? HOW DO I DEFEAT MOFF SEERDON? ?

When Moff Seerdon arrives to exact his revenge, immediately strafe his shuttle. Accelerate toward him, weaving and shooting all the time, then make a quick turn and fire again before you run away. Close the S-foils on the X-wing to fly faster and avoid his missiles while your shields regenerate. There's no meter to show Moff's stamina, but he'll taunt you every time you do about 25% damage. After the fourth taunt, he'll be almost finished.



Pepper the shuttle with blaster fire as you dodge right and left at full speed.



Moff's missiles will tear you up if you aren't fast, so close the S-foils and don't look back.



Advanced proton torpedoes, shields and blaster cannons will help the fight go faster.

▶WARIO LAND II



HOW DO I REACH THE FOURTH DUCK IN SYRUP CASTLE STORY 3?

It's not easy to defeat four ducks if you can't find them all. The door to the fourth duck is behind a tall pillar, and the way underneath is blocked. Go back to the door Wario entered from and wait for a mouse to appear. Lure it up to the upper platform until it's near the pillar, then spring off its back to clear the tall obstacle. Enter the door on the other side and make duck soup, Wario-style.



Let the mouse nibble at your heels until it's in position, then use it as a springboard.



This technique works well elsewhere in the room, too, as there are plenty of coins about.



HOW DO I DEFEAT THE THIEF IN THE FINAL BATTLE?



The time has come to reclaim your stolen treasure, and all that stands between you and your riches is a fiery duel with the thief. While avoiding the flames that spout from the floor, knock out a couple of spear enemies and chuck them back up at your antagonist, being sure to avoid any guys that catch on fire. After a couple of hits she'll change tactics, throwing flaming bomb enemies one at a time. If these enemies hit the floor, watch out! Fire will move along the floor in both directions, and the slightest touch will blow you off the screen. Catch the bombs in midair, then wait until the thief hovers above a rising flame pillar. When she's in position, throw the bomb at the pillar—it should rise up all the way to the ceiling, frying the burglar. The timing is tight, but if you can hit her twice with the flames, all that lovely treasure will be yours again!



If you fail, enter the door and go left to another door. Fall off to the left while holding R and go into another door to re-enter the fray.



The flames on the floor steadily move from side to side, but when the bombs hit, make sure you're ready to do some quick jumping!

Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

ZELDA: OCARINA OF TIME

Q: What is the yellow arrow on the overworld map for?

A: It shows the next place Link must go to complete the Biggoron Sword trading sequence.

Q: What's the three-digit number next to my name on the Save File screen?

A: The number represents the number of times your character has fallen in battle.

GOLDENEYE 007

Q: How do I access the later levels in four-person Multiplayer?

A: You can't. Bunker, Archives and Caverns can be played with only two or three players, and Egyptian can be played with only two.

Q: What's an easy way to beat Jaws?

A: If you run right up next to him, his shots may go harmlessly past you. Empty your AR33 into his chest for a quick victory.

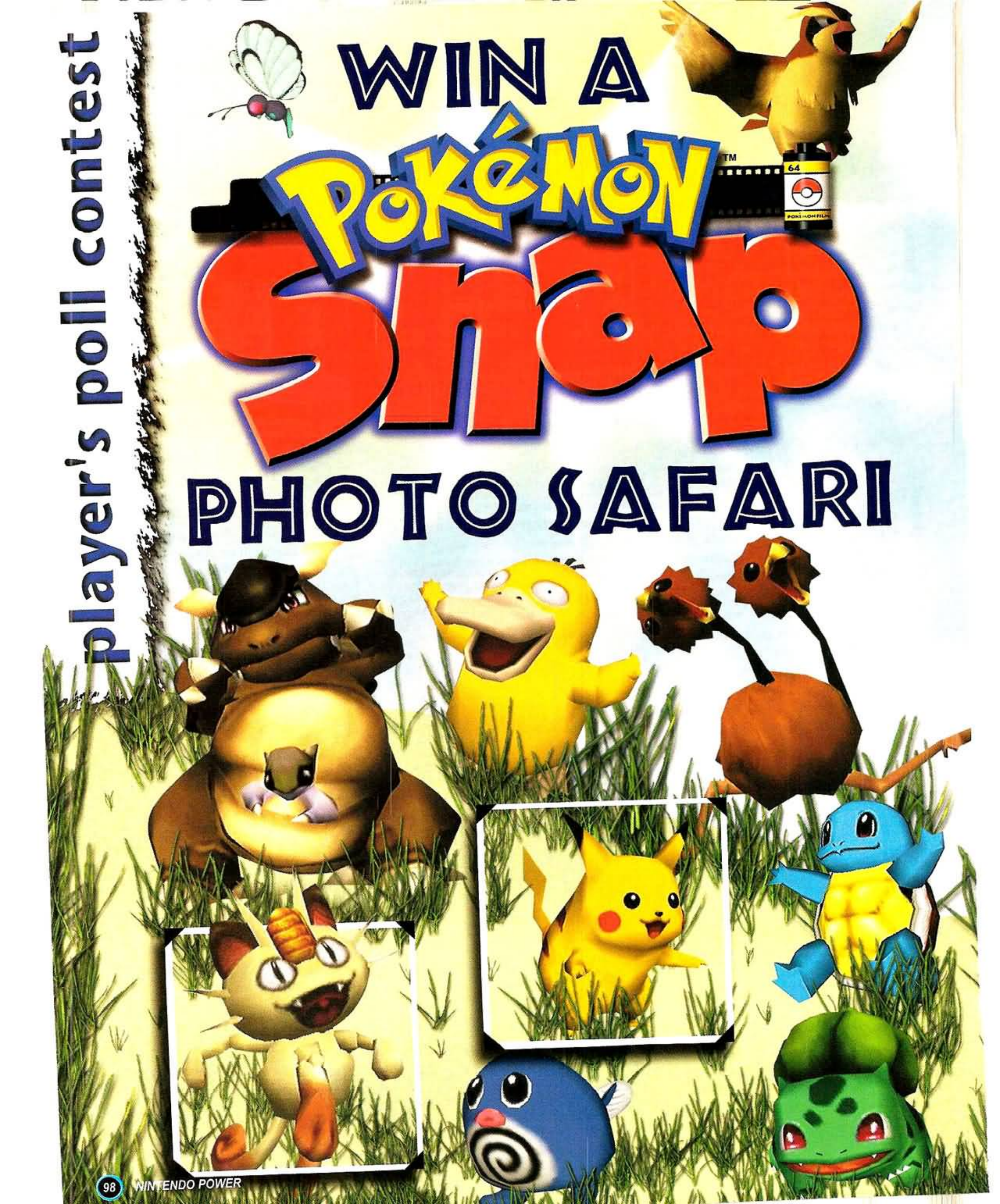
LINK'S AWAKENING DX

Q: I have a GBC, but the game calls me a coward when I try and enter the Secret Dungeon.

A: You must complete a dungeon you have already begun before entering the Secret Dungeon.

Q: How do I get to the fourth floor of Level 7?

A: The fourth floor becomes the third when you knock out the four pillars with the Orb.


player's poll contest
WIN A
POKÉMON™
Snap
PHOTO SAFARI
64
POKÉMON FILM



enter to win!

GRAND PRIZE

A TRIP TO DISNEY'S ANIMAL KINGDOM
GO ON A REAL PHOTO SAFARI!

POKéMON SNAP FOR YOUR N64!
TAKE A POKéMON PHOTO SAFARI!

A PIKACHU CAMERA!
SNAP YOUR SHOTS WITH PIKACHU!

SECOND PRIZE

5 WINNERS

A PIKACHU CAMERA!

POKéMON SNAP FOR YOUR N64!

THIRD PRIZE

50 WINNERS

NINTENDO POWER T-SHIRTS
PICTURE PERFECT!

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

OFFICIAL CONTEST RULES

No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America, Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. [If you are under the legal age of majority in your state or province of residence, one of your parents or legal guardians must submit a signed, written statement that they have read, understood and agree to these Contest rules with your entry, and that such agreement constitutes acceptance of these Contest rules on behalf of you and themselves.] To enter, fill out the Player's Poll response card or print your name, address, telephone number, Vol. 121 on a plain 3.5 x 5" card, and mail entry to Nintendo Power, Player's Poll Vol. 121, P.O. Box 97062, Redmond, WA 98073-9762.One entry per household. Entries must be received by 7/15/99. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions, injuries, or damages caused by events beyond the control of NOA; or (c) printing or typographical errors in any materials. Entrants consent to being placed on a mailing list for promotional materials. On or about 7/15/99, winners will be randomly drawn from eligible entries. Canadian entrants must correctly answer a skill testing question within a specified time period to claim a prize. NOA will attempt to notify winners by mail by 8/1/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 7/31/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prizes: Grand Prize: A trip for two to Disney's Animal Kingdom, a Pokémon Snap Game Pak for the N64, and a Pikachu camera. Approximate Retail Value (ARV): $5000.00. Actual dates of trip to be determined by NOA. Second Prizes: Five (5) entrants will each win a Pokémon Snap Game Pak for the N64 and a Pikachu camera. ARV: $75.00. Third Prizes: Fifty (50) entrants will each win a Nintendo Power T-shirt, ARV: $20.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo in its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified above, Winner is responsible for ground transportation to and from the airports and all other expenses that winner or winner's guest incurs in connection with the Trip, including, but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA reserves the right to change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules that is deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are copyright 1999 by NOA. All rights reserved.

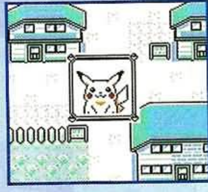


All Pokémon, All the Time!

Pikachu Pops Up

If you've seen the WB cartoon, then you know the kind of crazy adventures that Ash and Pikachu get in together. Well, this fall you'll get the chance to experience them first-hand in Pokémon Yellow, the upcoming release for Game Boy. Overall, the game will be very similar to both the Red and the Blue versions. Your goal will be to travel around collecting and battling Pokémon until you've caught 'em all, a feat you won't be able to achieve until you've traded with other games. However, in the Yellow version you will begin with Pikachu as your loyal companion, and it will be visible tagging along after you as you move through the world. If patrolling with Pikachu's not enough for you, there are plenty of other other cool new features as well. The addition of Colosseum 2 lets you battle a friend in three different weight classes—the Poké Cup, the Pika Cup, and the Petit Cup—by linking up two Pokémon Yellow games with a Game Link Cable. You can also use your Game Boy Printer to print out your Pokédex, Box information from the PC, and other hidden things throughout the game. We'll have more details as they come!





From the very beginning, Pikachu will follow you around on the map screen. Whenever you're not in the middle of a battle, you can turn around and check in to see how happy it is.

Bag Your Pokémon

The first wave of the bean bag Pokémon invasion has hit—and as you can see from the group photo to the right, the original eight characters are a diverse bunch. Charizard, Meowth, Eevee, Snorlax, Jigglypuff, Poliwhirl, Squirtle, and Pikachu are the first bean bag Pokémon to be released by Hasbro, and rumors abound about how long they'll stay and how many will eventually arrive in stores. All 150? No one knows for sure, but we do know this—they're going fast, so it may be just as tough to collect all the bean bag Pokémon as it is to collect wild ones on Game Boy!



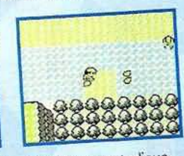
PokéChat

Are you Lost? Confused? Wondering about release dates, rumors or battle tactics? Always check here first for the latest in Pokémon news—straight from the Pokémon's mouth!

Q: My Pokémon are about to faint. Is there any way to get to a PokéCenter safely?

A: You can use Repel to keep away small enemies, but if you don't have any, use a Pokémon with the Cut ability to chop a path through the grass. It'll take a while, but you won't be ambushed by any wild Pokémon.





Do you like mowing the lawn? It may seem tedious, but if your Pokémon are on the verge of passing out, it may be worth it to do a little pruning.

Q: Can I play Pokémon Stadium if I haven't played any of the Game Boy games?

A: Sure! People with strong Game Boy teams will be psyched to upload them to the N64, but Pokémon Stadium will be just as much fun for first-time Pokémon Trainers.

Q: I missed out on the Wizards of the Coast Card tour. Am I ever going to get another chance to learn about Pokémon from the experts?

A: We probably won't have complete details until next month, but as of now there's another Pokémon tour in the works, tentatively scheduled for sometime this summer. This one will concentrate more on involved tactics for training and battling your Pokémon on Game Boy, so if you think you can beat Nintendo's best or just want to learn, stay tuned!

Q: Will the fighting in Pokémon Stadium be similar to Game Boy Pokémon, or will I actually control my Pokémon?

A: You'll choose the attack and then watch as your Pokémon act it out in 3-D, just like on Game Boy but with brilliant graphics.

Q: Are there any goals in Pokémon Pinball other than a high score?

A: Of course! Besides racking up points as you ricochet around, you'll try to hit certain Pokémon with the ball. If you succeed a couple of times, you'll catch 'em.

Q: How do I get past the ghost in Pokémon tower?

A: You'll need to get the Silph Scope from the Game Corner basement in order to see the ghost and defeat it. You can also use a Poké Doll to slip by.





All the ghosts in the tower will scare your Pokémon stiff unless you've taken the Silph Scope off Giovanni's hands.

Pokémon Gallery



#151 Mew
Sharlene Abigail Lim
Irwindale, CA



Pokémon Match
Derek O'Leary
Pawtucket, RI



Ash & Company
Caleb Anderson
Charlotte, NC



Pokémon Team
Kristell Gale Lim
Irwindale, CA

Send questions, comments, and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Submitted art becomes property of Nintendo Power.

Do you think it's impossible to make an accurate Game Boy sports sim? Acclaim's team will take you out to the ball game with a realistic Pak that you can, well...take out to the ball game.

ALL-STAR BASEBALL™ 2000









Y2ACCLAIM!

The turning of the millennium finds America's game largely unchanged—and Acclaim has gone out of its way to preserve as much of the authenticity as possible in the Game Boy Color exclusive version of ASB 2000. Boasting an astounding depth of play control, richly colored graphics and enough statistical info to satisfy the most fanatical of baseball buffs, Acclaim's latest gets you closer to the game than 8 bits should conceivably allow. MLB-licensed rosters give you access to all the diamond stars and with the micro-managing tools at your disposal, you can rule the league!

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GAMES PEOPLE PLAY

With six different play modes to choose from, ASB 2000 plays like a fantasy camp. Pro and All-Star settings control the difficulty of your opponents, and if you're impatient, the Quick Play option automatically starts every batter off with two strikes.

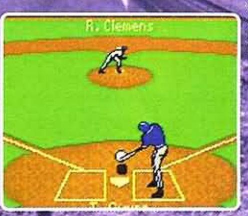
HOME RUN DERBY

The rules are the same as the muscle contest at the All-Star game—the homer machine of your choice gets 10 outs (any swing that isn't a home run is an out) and unlimited pitches to try to bomb the bleachers.



BATTING PRACTICE

Since ASB 2000 allows such good control over batting, take some time to learn the ins and outs of power hitting, pulling pitches and precision bunting. You can control the pitch selection to iron out your weaknesses.



EXHIBITION

Short, simple and sweet. The outcome won't affect the standings, so Exhibition is the ideal way to learn the game. Pick your team and the CPU's, make sure the batting lineups are in order, then take the field.



ALL-STAR

Another game mode that won't affect the standings, the All-Star game is for fans who want to play a single game with the best of the best. Prepare for a tough matchup, because these guys don't mess around.



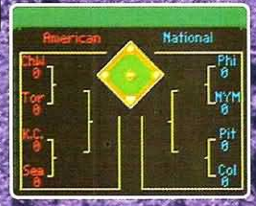
SEASON

If you're in it for the long haul, try playing a season. Pick one of several schedules, from the full 162-game season to a microscopic 13-game tour. Save your progress with passwords as you fight toward the Fall Classic.



PLAY-OFFS

You don't have to play an entire season to get a taste of the post-season. In Play-off Mode you'll start in the elimination ladder of the Divisionals. After that, the League Championship and the World Series await!



TEAM MANAGEMENT

ASB 2000 gives you full managerial control, so don't hesitate to play puppeteer and start pulling strings. Shuffle your batting order to match up against opposing starters and keep your stable of pitchers well-honed and ready to go—games are often won and lost on simple decisions, and your moves before and during the game might well turn the tide.

LINEUP



If you're going up against a left-handed fireballer, be sure to stock your batting order with plenty of righties. You can always make substitutions during the game, but once you replace a player, he can't come back again.

FIELDER ADJUST



Good managers keep their fielders constantly moving, and you'll have to learn the ropes in a hurry to make good decisions. Shift the outfield for lefties or righties, put men deep for heavy hitters, and bring the infield in on bunts.

BULLPEN





Your bullpen is a huge asset in close games, and you have to anticipate when you'll need new pitchers in the course of the game. You can warm up two pitchers at a time—the ideal time to bring one in is when he's at 60 to 80 percent.

OFFENSE

You wouldn't think that running your offense could be very complex with only a couple of buttons to work with, but the depth of control is truly surprising. Acclaim packed a lot of game into this Pak, and mastering all the subtleties will take some time and practice. Take a lot of BP against the whole spectrum of pitches, know where your runners are, and play smart.

BATTING

When you're at the plate, learn the tendencies of the pitcher who's throwing so you can anticipate hanging curves and crush them. You also need to know your batter—if he hits two home runs a year but steals 40 bases, it may be smarter to try to lay down a bunt single than swing for the fences.

SWING	COMBINATION
REGULAR SWING	B BUTTON
POWER SWING	↑ + B BUTTON
CONTACT SWING	↓ + B BUTTON
LEFT-HANDED PULL	→ + B BUTTON
LEFT-HANDED PUSH	← + B BUTTON
RIGHT-HANDED PULL	← + B BUTTON
RIGHT-HANDED PUSH	→ + B BUTTON
BUNT	A BUTTON
STRONG BUNT	↑ + A BUTTON
SOFT BUNT	↓ + A BUTTON

ADVANCING RUNNERS

If you crush a ball into the gap and want to try for extra bases, be sure to advance your runners by pressing B and the Control Pad toward the appropriate base. When you need to retreat, press A and the Control Pad to get back.





PINCH HITTER

It's the bottom of the ninth, you're down by a run, there's a man on third and your pitcher is up with a .085 average. The solution? Bring in a brawny pinch hitter to save the day, but remember that the replaced player can't return.

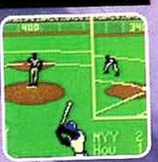




LEADING OFF

Sometimes you'll want to steal a base, but other times you'll just want to get a good jump when the ball is struck. Hold A and B and the Control Pad toward the base you're leading off from and watch out for pick-off attempts.





PICKLES

Sometimes a good throw from the outfield or a botched steal attempt will result in your runner being stuck in a pickle. To avoid getting run down, you'll have to use the A and B Buttons to advance and retreat to a safe haven.







STEALING BASES

To steal a base, you have to first get a decent lead off the bag. Then, as the pitcher winds up, press and hold the Start Button and the Control Pad toward the base the runner is on. If you're fast or the catcher's slow, you'll make it.





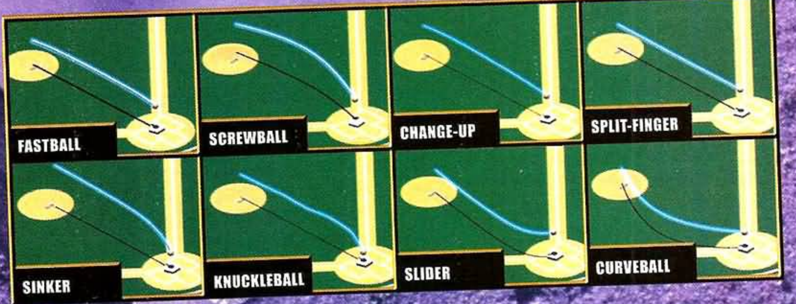
DEFENSE



Defense in ASB 2000 can be simple if you enable Auto Fielding, which takes care of everything but pitching and throwing to bases. To get the most out of the game, keep the option off and take destiny into your own hands—better practice up first, though! Always knowing which base the play is at will help you instinctively make the right throw when the hitter makes contact.

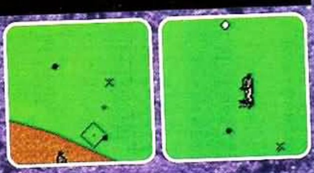
PITCHING

Getting the ball over the plate is a three-step process. First, you'll move a pitch target into position—you don't always want to throw strikes, as batters can be fooled into chasing balls. Then choose one of eight pitches and select the speed of the offering, mixing it up to keep the hitters guessing.



FLY BALLS

When a ball goes airborne, you'll have no idea where your outfielders are unless you pay attention to the small diamond display near the bottom of the screen. Move the O (your outfielder) onto the X (where the ball will land) for the out.



DIVE

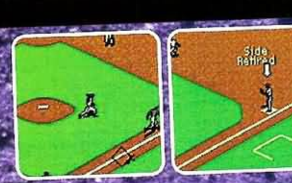
If it looks like a hit is going to slip past one of your fielders, press the B Button and the Control Pad toward the ball to make a diving attempt to snare it. If you miss it, at least you showed that you were giving 110 percent.





THROWING

Getting the ball around the infield quickly is vital for a champion team—even if you're playing with the Auto Fielding option on you'll have to master this particular skill. Simply press B and the Control Pad toward the proper base.



PICK OFF ATTEMPTS

When a runner takes this big a lead off a base, have your pitcher whip a throw over there to try to catch him sleeping. Pressing A and the Control Pad toward the base at any point in the pitch process will keep the runner honest.





JUMP CATCH

The ball is heading over one of your fielder's heads—are you just going to watch it sail past? Press B to make your player jump up and rope the ball in. If you time a deep fly correctly, you might even rob the other team of a home run.



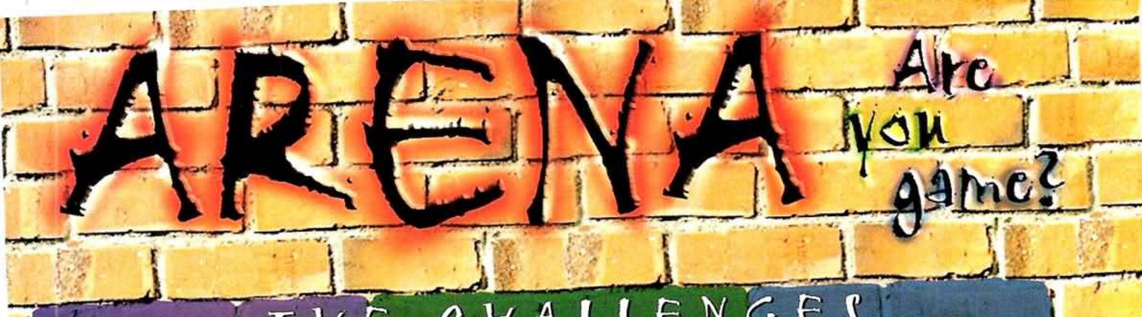


INTENTIONAL WALKS

Perhaps you need to fill up a base for a force out, perhaps you just don't want to pitch to McGwire in a tie ball game. Whatever your reasons, just put your pitch target as far outside as possible and throw four unhittable pitches.







ARENA

THE CHALLENGES

VENGEANCE IS YOURS

So you already know how the Podrace ends in *Star Wars*: Episode I *The Phantom Menace*, but how will it end when you play Racer? Let us know by sending us your best three-lap record for the Vengeance course on Oovo IV.

FLY THAT MECHA FLY GUY

Purchase the Mecha Fly Guy in the Mushroom Shop, then take him for a spin in the Minigame House by rotating your Control Stick as fast as possible. Send us a photo of your record, and those who log the most spins and longest flight times will appear in Arena.

TINY BUBBLES, GIANT SCORES

Bust some bubbles and bust out a high score in Bust-A-Move '99, then send us a snapshot of your achievement. We'll send Power Stamps to the top 25 Bust-A-Movers and print the best of the scores in an upcoming edition of Arena.

#1 STAR WARS: EPISODE I: RACER

#2 MARIO PARTY

#3 BUST-A-MOVE '99



TRY THIS!

Normally, you lose your Deku Stick after you've broken it, so how can Link still wield its splintered remains? Can you duplicate this feat? We'll print the solution next month.

NP SCOREBOARD

1080° SNOWBOARDING

Best Half Pipe Scores (Vol. 110)

Jason Bevans, Cardston, AB	108,923
Billy Brammett, Magnolia, AR	105,832
Shaun Hall, Beaver Falls, PA	103,781
Aramis Delgado, Vega Baja, PR	100,692
Doug Fullerton, Milford, MI	100,593
Jason Palmer, Flagstaff, AZ	99,652
Zach Birge, Backus, MN	94,487
Kavin Coelho, Arvada, CO	93,526
J. Martinec, Huntington Beach, CA	85,537
Matt Blubaugh, Powell, OH	84,417
Daryl Hoffman, Union Bridge, MD	83,460

Best Trick Attack Scores (Vol. 110)

Dan Tyger, Hopwood, PA	120,280
Bryon Becker, Phoenix, AZ	114,542
David Flores, San Antonio, TX	98,656
James Schmidt, Waunakee, WI	64,215

Best Air Make Scores (Vol. 110)

Adam Szpajda, Oshawa, ON	102,000
Michael Yau, Pittsfield, MA	51,900
Nick Schray, Defiance, OH	31,800
Chip Swiggart, Wichita, KS	31,800

Best Scores for Deadly Fall (110)

Kan Zhu, Tempe, AZ	229,268
Daryl Hoffman, Union Bridge, MD	185,420
Adam Szpajda, Oshawa, ON	178,348
Michael Yau, Pittsfield, MA	170,083
Sam Juengel, House Springs, MO	127,849
Jason Runta, Ft. Collins, CO	120,434
Jason Palmer, Flagstaff, AZ	120,304
Norman Li, Vancouver, BC	115,619
Corey Dobos, Spring Hill, F	112,256
Andrew Hink, Ocean City, NJ	110,403
Billy Brammett, Magnolia, AR	110,396

GAME EQUATIONS

Math can be a turnoff, especially when you're stuck calculating the square root of Joe's apples if he's on an eastbound train traveling along some sort of hypotenuse at speeds of 100mph times X. At least these rebus-style equations won't be as much of a pain in the brain. Though the answer is given to each equation, see if you can fill in the blanks and figure out the mystery component. And no fair using a calculator.

QUIZ

EXAMPLE:



−  + A +  +  −  =

Everfrost Peak − *Everfrost* + *A* + *Chewbacca* + *Rat* − *Baccarat* = *Pikachu*

A



− Kabuki +   −  +  = 

____ − ____ + ____ − ____ + ____ = ____

B

 + 

− E +   −  = 

____ + ____ − ____ + ____ − ____ = ____

C

 + R −  +  −  = 

____ + ____ − ____ + ____ − ____ = ____

BANJO-KAZOOIE

Best Times for Treasure Trove Cove (Vol. 111)

Andrew Fader, Newmarket, ON	10:12
Daniel Randles, Newmarket, ON	10:14
Jonathan Hamner, Jonesboro, GA	11:19
Mark Lonac, San Diego, CA	12:29
Jimmy Van Sise, Washingtonville, NY	12:39
Steve Cross, Essexville, MI	13:11
Michael Bulmer, Roswell, GA	13:27
Joseph Gabriel, Chicago, IL	13:54

RAMPAGE WORLD TOUR

Highest Scores (Vol. 112)

Doug Fullerton, Milford, MI	9,938,500
Jake Ledford, Anaconda, MT	7,052,000
Seth Faber, Anaconda, MT	6,959,100
Anthony Marsiglia, Torrance, CA	6,117,700
Chris Durrant, Lennoxville, PQ	5,572,500
Aaron Knepper, Carol Stream, IL	5,129,200
Karl Gosselin, Coquitlam, BC	4,785,500
Todd Davis, Richmond, VA	4,177,300
Kirsten Carlson, Long Grove, IL	1,503,900

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than July 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 120

SHADOW PLAY
Ebe Endocott

BEETLE ADVENTURE RACING TEST DRIVE
1. Coventry Cove
2. Metro Madness
3. A hot air balloon
4. Wicked Woods
5. Metro Madness's gas pumps
6. Go Juice
7. Space Evaders
8. Coventry Cove
9. Wickedville After Living
10. Three

MAY I BUY A VOWEL?
1. Saria
2. Mido
3. Pierre
4. Impa
5. Ingo
6. Farore
7. Epona
8. Rauru
9. Navi
10. Nabooru

Now Playing

Your Power Guide To The Latest Releases June 1999

POKéMON SNAP

- Nintendo/128 Megabits
- 1 player
- Pictures save on Game Pak
- Pictures printable at Blockbuster Video

SCORES

AH-8.2
A-8.0
L-9.3
S-10.0
N-7.2

Pack up your camera for a Pokémon safari on the N64.

GRAPHICS In one sense, Pokémon Snap is all about graphics. The main activity is taking photos of wild Pokémon. Fortunately, the game is up to the task. The animation of the many Pokémon is wonderful and lifelike.

PLAY CONTROL Play control is pretty much a matter of aiming your camera or throwing various items to attract the attention of the wild Pokémon. The vehicles that you ride in move along a track automatically. Play control is smooth but a bit slow. Players can use the C Buttons to shift their viewpoint 90 degrees instantly.



GAME DESIGN Without a doubt, Pokémon Snap is one of the most innovative games we've seen in a long time. There's more strategy here than meets the eye, and the replay value is quite high since it's so much fun trying to snap Pokémon in different poses.



SATISFACTION The growing legions of Pokémon fans will love this game. Some players will use it more like a creative tool for capturing Pokémon images then printing them out using special printers at Blockbuster Video.

SOUND The music is light and many of the Pokémon make noises.

COMMENTS **Sonja**–*It seems so simple, but it's actually very challenging and fun.* **Levi**–*Extremely high replay value, but you'll wish there were more courses.* **Nate**–*Games as unusual as this don't come along very often.*

GRAPHICS=8.7 PLAY CONTROL=8.1 GAME DESIGN=9.3 SATISFACTION=8.9 SOUND=7.9

8.7 OVERALL RATING

STAR WARS: EPISODE I: RACER

- LucasArts/256 Megabits
- 1 or 2 players simultaneously
- Rumble and Expansion Pak compatible
- Game files saved on Game Pak

SCORES
A-6.9
J-7.6
L-7.9
S-9.3
N-6.5

The wildest race in the galaxy takes place on the N64.

GRAPHICS The graphics flash past at incredible speeds in both Normal and high-res modes, but the frame rate remains smooth throughout. The result is a terrific sense of speed in worlds that look like they were taken from the *Star Wars* universe. The Boonta Eve Race on Tatooine actually appears in *Star Wars*: Episode I *The Phantom Menace*, and it looks very true to the movie.

PLAY CONTROL Podracing isn't like other high-speed racing because the vehicles are so different. Part of the challenge of this game is learning how to control the Podracers.

GAME DESIGN LucasArts chose the most exciting moment of the new movie to re-create on the N64, but it added dozens of extra races and Podracers that did not appear in the film. The system for repairing Podracers and buying upgrades makes the game more strategic than most racers. Like all LucasArts games, the challenge is considerable.

SATISFACTION Players who love speed and *Star Wars* get a double helping. No four-player option—too bad.

SOUND As expected, the John Williams theme is excellent. Sound effects and the chatter of Podracers give this game a rich soundtrack.

COMMENTS **Nate**–*The G-Force is strong in this one.* **Levi**–*Not very innovative—just fast and pretty.* **Andy**–*You must perfect your skills to succeed.*

GRAPHICS=8.5 PLAY CONTROL=8.0 GAME DESIGN=7.8 SATISFACTION=7.6 SOUND=8.8

8.0 OVERALL RATING

KEN GRIFFEY JR'S SLUGFEST

- Nintendo/256 Megabits
- 1 or 2 players simultaneously
- MLB and MLBPA licenses
- Create-a-Player option

SCORES
AH-7.5
H-7.2
L-8.2
SP-8.7
N-6.6

It's time to go yard with Ken Griffey Jr.

GRAPHICS The animation is realistic, the different camera angles add drama, and the ballparks look sharp. Players have the option to choose a pitching camera when they're on the mound or to play in the Wide-screen Mode.

PLAY CONTROL The classic batting option is simple, and the arcade option is very realistic. In either case, you can expect high scores. Pitching is fast, and placement is excellent. The fielding assist option helps considerably on defense.

GAME DESIGN Slugfest has more of an arcade feel than All-Star 2000 or Triple Play, but it also has most of the simulation features that fans want, including Create-a-Player, trades, drafts, Home Run Derby, seasons and playoffs.

SATISFACTION This game gets back to the basics of having fun. Sim fans may want to look more closely at All-Star 2000.

SOUND Slugfest has the best sound by far of any of the baseball games. The announcer doesn't get in the way or repeat phrases constantly. The crowd and sounds from outside the stadium add realism.

COMMENTS **Scott**–*A grand slam when it comes to fun, but some players will want better simulation features.* **Nate**–*The fielding play control could be better.* **Andy**–*More refined graphics than last year's Griffey.*

GRAPHICS=8.0 PLAY CONTROL=7.5 GAME DESIGN=7.5 SATISFACTION=7.7 SOUND=7.8

7.7 OVERALL RATING

MONACO GRAND PRIX



- Ubi Soft/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- 16 international courses

EVERYONE E CONTENT RATED BY ESRB



SCORES: AH-7.0, J-8.0, L-6.4, SP-6.4, S-6.8

Open-wheeled racing without the F-1 license?

GRAPHICS The graphics are generally sharp and realistic although they aren't high-res. This game is a giant leap over Ubi's previous excursion into this type of racing, and the players should note that the game hails from Ubi Soft's own development team and not from Human Entertainment.



A screen calibration option lets you set the vertical and horizontal positions of the game on your TV. The game also has some nice touches like grass and dirt stains that wear off tires. Seven camera angles give you every view from inside the cockpit to high above the track.

PLAY CONTROL Monaco has arcade and simulation types of control. Arcade is very forgiving, but the sim option is challenging.

GAME DESIGN The tracks are based on real courses, but the 11 teams with two drivers each are fictional. Modes include Time Attack, Championship and Duel.

SATISFACTION Many players will enjoy the arcade control option, since it gives them the feeling of driving an F-1 car without the hassle of the realistic control. The official F-1 license will be missed.

SOUND The engines sound like a hive of angry bees from Buck Bumble.

COMMENTS **Scott**–*Before making your decision, take a look at F-1 World Grand Prix II.* **Jason**–*It balances the sim and arcade elements in a sleek game.* **Sonja**–*A snoozer.*

GRAPHICS=7.4 PLAY CONTROL=7.4 GAME DESIGN=7.2 SATISFACTION=6.6 SOUND=6.6

OVERALL RATING 7.1

A BUG'S LIFE

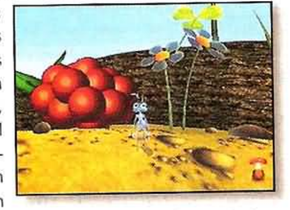
- Activision/96 Megabits
- 1 player
- Controller and Rumble Pak compatible
- 15 stages

EVERYONE E CONTENT RATED BY ESRB

SCORES: AH-6.7, J-6.4, L-5.3, SP-6.4, S-6.5

Will Flik save the ant world a second time?

GRAPHICS With any movie-based game, it's important that the main characters look, move and sound like the screen originals. In the case of A Bug's Life, the game passes the similarity test with flying colors. It fails, however, on several other points, including difficulties with the depth perception and poor camera-tracking that can leave players facing Flik while trying to attack enemies they can't see.



PLAY CONTROL Flik can do quite a bit, and none of the moves are hard to control. Movement is loose, but you can get used to it. Interaction with 3-D elements is awkward.

GAME DESIGN A Bug's Life does several things fairly well. It uses recognizable movie elements and provides an interactive world for young players and fans of the movie. The gaming elements are fairly simple and repetitious.

SATISFACTION You'll finish some stages of the game before you know where you are. The uneven balance will satisfy most action gamers unless they're more interested in the similarities with the film.

SOUND Voices from the movie are used, although sparingly. The music is well done, but it becomes repetitious quickly.

COMMENTS **Jason**–*Where's a can of Raid when you need one?* **Andy**–*The puzzle sequences are well done, but the action is awkward.* **Levi**–*I'm sticking to the movie.*

GRAPHICS=6.6 PLAY CONTROL=6.2 GAME DESIGN=6.0 SATISFACTION=6.0 SOUND=6.8

OVERALL RATING 6.2



V-RALLY EDITION '99

- Infogrames/64 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- 8 settings and 40 tracks

EVERYONE E



SCORES: AH-4.8, G-4.2, H-4.6, SP-6.0, S-7.2

Realistic rally racing roams the globe looking for a home.

GRAPHICS The settings range from Indonesia to Great Britain, and the cars look like the real deal, plastered with decals of autmotive sponsors such as Ford and Peugeot. On the other hand, the graphics are marred by graininess throughout. Also, expect a lot of pop-up in the graphics.

PLAY CONTROL V-Rally feels like an arcade racer with some realistic physics thrown in. Drivers will notice the physics most on unpaved roads.

GAME DESIGN Many of the races are point to point, so the strategy is a bit different from that of racers with lap courses where memorization plays an important role. In V-Rally, you must adapt to changing situations at all times. The Arcade Mode feels more natural since you race against other cars, not just their times.

SATISFACTION If you're looking for an arcade-style racer, V-Rally fills the bill. It may not be as pretty as Top Gear Rally from over a year ago, but it's easier to handle.

SOUND The co-pilot gives you advanced warning of upcoming turns, but it's about as annoying as you can imagine. The engine sounds are realistic if a bit muffled.

COMMENTS **Scott**–*If the graphics were sharper, it might be worth a drive to the store.* **Andy**–*It doesn't tap into the power of the N64.* **Jason**–*Inexcusably blocky graphics.*

GRAPHICS=**4.9** PLAY CONTROL=**4.9** GAME DESIGN=**6.0** SATISFACTION=**4.4** SOUND=**6.0**

5.2 OVERALL RATING

R-TYPE DX

- Nintendo/8 Megabits
- 1 player
- 2 R-Type games included

EVERYONE E

SCORES: AH-7.5, G-8.7, H-7.3, L-7.9, S-7.0

Return to deep space with R-Type DX.

GRAPHICS The graphics will take you back to the golden age of the NES when games such as R-Type were on the cutting edge. When played on Game Boy Color, R-Type DX is superb. Even the smallest enemies are easy to see.

PLAY CONTROL Response is very quick, which is essential in a space shooter. The square shape of the Game Boy screen reduces the distance between your R-Type ship and enemies, so quickness is even more important than before.

GAME DESIGN By combining R-Type and R-Type II in one Game Pak, Nintendo offers twice as much action and challenge. The game itself is a side-scrolling space shooter with power-ups that give your ship extra abilities and weapons. The balance of action and challenge has made R-Type a classic.

SATISFACTION Nostalgia fans and new players discovering R-Type will appreciate the excellent graphics and play control and that they get two games for the price of one. It's a challenging game, best suited for action fans.

SOUND Simple but solid sound.

COMMENTS **Scott**–*A very impressive conversion for Game Boy Color. The play control is top notch.* **Andy**–*The graphics are almost identical to the originals.* **Levi**–*A real triumph for the GBC with all the challenge intact.* **Sonja**–*It's great, just like the old days.*

GRAPHICS=**7.5** PLAY CONTROL=**8.0** GAME DESIGN=**7.3** SATISFACTION=**8.0** SOUND=**7.0**

7.6 OVERALL RATING

CONKER'S POCKET TALES

GAME BOY COLOR

- Rare/8 Megabits
- 1 player
- 3 game save files





SCORES

A-7.7

J-7.7

L-6.9

SP-7.8

S-7.0

Conker's first starring role is the life of the party on Game Boy Color.



GRAPHICS Rare delivers quality at every level, including superior graphics for Game Boy Color. This exclusive color version of Conker makes full use of the hardware for graphics and game play.

PLAY CONTROL Conker uses every button on the Game Boy, sometimes in creative but nonintuitive ways. Fortunately, Rare teaches you about all the moves early in the game much like it did with the training grounds in Banjo-Kazooie.

GAME DESIGN Pocket Tales includes all the classic activities of an adventure game, from real-time battles to puzzle-solving. The challenge is not so intense that younger players will be frustrated, nor is it so easy that more experienced gamers will dismiss it.

SATISFACTION Conker is a charming game that will attract fans among all ages and gaming persuasions. The cuteness of the themes may turn off some players.

SOUND The upbeat Conker theme may get to you after a while, but it changes when you enter new areas. The quality of the sound is very good throughout the game.

COMMENTS **Levi**–*The adventure and multiple minigames make for a long journey. Pocket Tales is a good introduction for the woodland wonder—now let's see him on the N64!* **Jason**–*Conker should enchant younger adventurers.* **Scott**–*Conker doesn't have the challenge or wry sense of humor of most Rare titles, but it's geared toward youngsters.*

7.5 OVERALL RATING

GRAPHICS=8.0 PLAY CONTROL=7.7 GAME DESIGN=7.3 SATISFACTION=7.2 SOUND=7.0

ALL-STAR BASEBALL 2000

GAME BOY COLOR

- Acclaim/ 8 Megabits
- 1 player
- Passwords





SCORES

E-6.1

H-6.1

SP-6.7

S-7.2

N-6.8

Acclaim the Big Leagues on a little screen.

GRAPHICS All-Star Baseball 2000 features sharp, colorful graphics, real MLB logos and enough animation to keep things interesting. The first and third base windows make it easy to keep an eye on base runners, or if you're running, to try for the steal.



PLAY CONTROL The pitching control uses vertical and horizontal sliders for choosing location and two menus for picking pitches and pitch speed. Pitching accuracy is good, so you can use real pitching strategies. Batting is all a matter of timing. A Fielding Assist Option speeds things up considerably.

GAME DESIGN ASB 2000 has most of the features of its big brother except for a Create-a-Player Mode. You can play an exhibition, a season, the playoffs, the All-Star game, or the Home Run Derby—just smack the ball deep. The player AI for CPU characters is very realistic.

SATISFACTION Acclaim and Realtime Associates have put together yet another fine baseball game that covers all the bases. The addition of color is the main difference between ASB 2000 and last year's ASB '99.

SOUND The sound is fitting enough, but not exceptional.

COMMENTS **Scott**–*ASB 2000 is a nice diversion for the seventh inning stretch.* **Nate**–*Between the stats and superb play control, you've got what I thought was impossible—a decent sports sim on Game Boy. But I still wish you could hit the batters.*



6.6 OVERALL RATING

GRAPHICS=7.0 PLAY CONTROL=6.4 GAME DESIGN=6.6 SATISFACTION=6.4 SOUND=6.2

WWF ATTITUDE

GAME BOY COLOR

- Acclaim/8 Megabits
- 1 player
- Passwords
- 20 WWF wrestlers
- Wrestler Bios

EVERYONE E CONTENT RATED BY ESRB

SCORES
- E-7.5
- H-7.0
- SP-6.4
- S-5.0
- N-5.6

It's WWF play-per-view from Acclaim.

GRAPHICS The graphics are surprisingly good in this colorful wrestling game. You can recognize the wrestlers, and the moves even have some drama. In addition to the slick match graphics, there are digitized bio pictures of the wrestlers. On the downside, the game doesn't have any of the showmanship and special effects of the real WWF.

PLAY CONTROL Character movement is fast—much faster than last year's awkward game—and CPU wrestlers move just as fast as you do. You'll have to throw your Interactive and Special Moves quickly.

AUSTIN SHAMROCK

GAME DESIGN With six modes of play, including VS, Cage, Career, Challenge, Tag Team and King of the Ring, this Attitude is packed. The Training Mode is poorly designed since it doesn't show you how to make any of the moves.

GOLDUST X-PAC

SATISFACTION WWF Attitude is a definite step up from the Game Boy version of War Zone a year ago, but the play control and AI still need work. Even so, the color graphics are the best of any Game Boy wrestling game to date. It's too bad that Acclaim didn't put in a two-player mode.

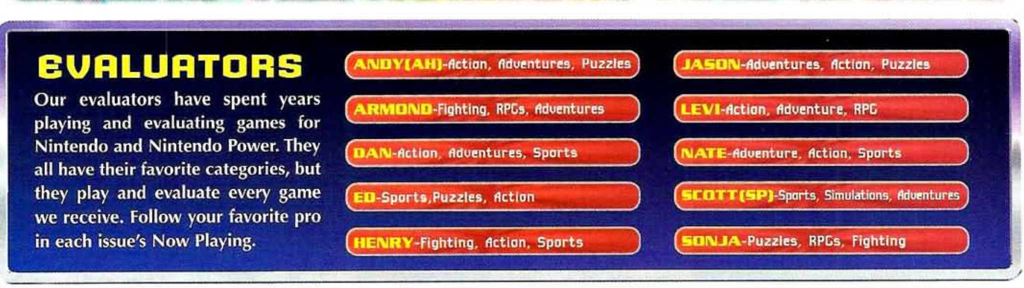
SOUND The bluesy music seems out of place for the WWF. The sound effects are weak.

COMMENTS **Scott**–*The attitude is right, but the play control is still awkward. It's time someone new challenges for this belt.* **Nate**–*This game would have been a lot better with a Game Link option.*

GRAPHICS=6.8 PLAY CONTROL=6.0 GAME DESIGN=6.2 SATISFACTION=6.4 SOUND=5.6

6.3 OVERALL RATING

BEHIND THE NUMBERS AND NAMES



EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- ANDY(AH)-Action, Adventures, Puzzles
- ARMOND-Fighting, RPGs, Adventures
- DAN-Action, Adventures, Sports
- ED-Sports, Puzzles, Action
- HENRY-Fighting, Action, Sports
- JASON-Adventures, Action, Puzzles
- LEVI-Action, Adventure, RPG
- NATE-Adventure, Action, Sports
- SCOTT(SP)-Sports, Simulations, Adventures
- SONJA-Puzzles, RPGs, Fighting



RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%



AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

- E – All Ages
- EC – Early Childhood
- T – Teen (13+)
- M – Mature (17+)
- AO – Adult (18+)

NR – Games that were released prior to the commencement of the ratings system are designated NR.



PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

SUPER MARIO ADVENTURE

Mario looks for adventure.

NFL QB CLUB 2000

Acclaim sponsors a minicamp.

JET FORCE GEMINI

Visit our gallery of Rare games.

BATTLEZONE 64

You're going to Crave this zone.

A NEW DIMENSION FOR MICKEY MOUSE. WHAT'S THE DEAL?

Nintendo of America and Disney Interactive announced a landmark, 13-title deal that has Nintendo publishing a series of N64 and Game Boy Color games using Disney characters. Disney's premier character, Mickey Mouse, will make his first 3-D appearance in two N64 games and three Game Boy Color titles. The 3-D Mickey products, a Mickey Racing title (Game Boy Color), a Disney Racing title (N64 and Game Boy Color) and a Mickey Adventure title (home console and Game Boy Color), will be created by award-winning developer Rare. and are scheduled for release during the holiday seasons of 1999, 2000 and 2001, respectively.

"We're very excited to bring Mickey to an entirely new audience in a way that's never been seen before through the rapidly growing platforms of Game Boy Color and N64," says Jan Smith, Disney Interactive's senior vice president and general manager. "Our partnership with Nintendo and Rare will create the most exciting and immersive Mickey gaming experience ever."

"The incomparable ability of Rare to create interactive magic is about to be married to the incomparable appeal of Mickey Mouse," says Howard Lincoln, chairman, Nintendo of America. "The results will broaden the appeal of video gaming to an ever-widening number of households around the world."

In addition to the upcoming games from Nintendo and Rare, Disney Interactive will develop multiple titles for Game Boy Color with a concentration on games geared toward girls and games tied to major theatrical releases. The first two of these titles are Beauty and the Beast and Alice In Wonderland.

This isn't the first time that Nintendo and Disney have worked together to create some "interactive magic." The first licensing agreement between the companies took place decades ago when Nintendo became the first playing card manufacturer in Japan to use Disney characters on its cards. Now, in the capable hands of Rare, Mickey will enter his new dimension in style.

MARIO AND KIRBY CRASH E3! TWO GAMES ON THE WAY.

Nintendo's Mario and Kirby shocked the gaming world at E3 with the surprise appearance of video footage of two N64 games featuring the popular characters. Super Mario Adventure and Kirby 64 were last-minute additions to the already crowded N64 lineup at Nintendo's E3 booth. Pak Watch didn't receive exclusive screen shots of the games until after the publication of last month's E3 Preview, so we had to wait for this opportunity to introduce the games to you.

Role-playing with plumber

Super Mario Adventure is the thematic sequel to Super Mario RPG for the Super NES, and the similarities between the two games can be seen in the menu-based battle system, the accumulation of experience and the involved story. In this upcoming adventure, Mario is joined by various companion characters on a quest through many lands, such as the Mushroom Kingdom, a desert country and a snowy world. Although


Super Mario Adventure

the characters appear as animated, two-dimensional sprites, the environments are 3-D, and Mario can interact with blocks, switches and other 3-D objects. In early footage of the game, we watched Mario drive a steam locomotive, solve puzzles involving blocks, and pound objects with a mallet to collect coins. There seems to be a lot of text dialogue, as well, and cinema scenes to help tell the story. No release date has been set for Super Mario Adventure at this time, but we expect it to arrive next year.


Super Mario Adventure


Super Mario Adventure


Super Mario Adventure


Super Mario Adventure


Super Mario Adventure

Kirby's dream is alive

Back when the N64 was still projected to be called the Ultra 64, Nintendo Power brought you some images of an early demo game starring Kirby, the pink, huffing and puffing hero of Kirby's Dream Land. It's been a long wait since then, but Kirby will finally take his place in the pantheon of Nintendo heroes when Kirby 64 debuts, probably next year. Kirby 64 turns Dream Land into a 3-D world full of hazards for Kirby to overcome. Familiar characters and settings from previous Kirby games will appear along with plenty of new elements.


Kirby 64


Kirby 64


Kirby 64


Kirby 64

Pak Play

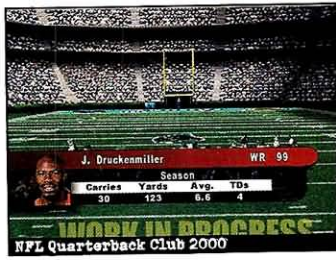
Hands-on previews of upcoming games.

NFL QBs CHALLENGE ACCLAIM

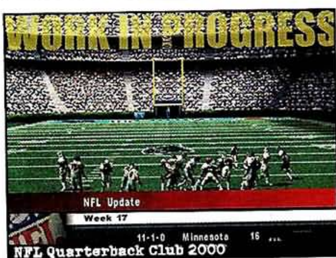
In a recent jaunt to Orlando, Florida, your Pak Watch editors joined representatives of Acclaim and Iguana Entertainment to preview NFL Quarterback Club 2000 and catch the action at the annual NFL Quarterback Club Challenge. The big news was off the field, where Acclaim took the wraps off this year's QB Club.

The clone depot

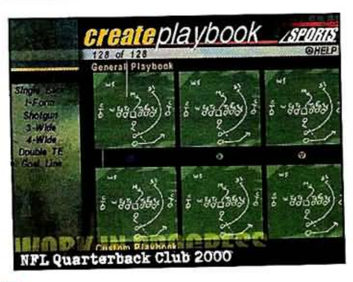
The biggest news for NFL QB Club 2000 is the expansion of the do-it-yourself options for creating teams and players. In Create-a-Team Mode, players will be able to choose an offensive and defensive philosophy for their club. For instance, your Padukahville Maulers could have a West Coast Offense with a concentration on the big-play passing game. In the Create-a-Player Mode, QB Club 2000 may seem more like Color-a-Dinosaur than a football sim. In addition to setting size, dimensions, biographic facts and skill attributes, players will decorate their players with an astounding assortment of pads, tape, grease, and different styles of face masks.



NFL Quarterback Club 2000



NFL Quarterback Club 2000



NFL Quarterback Club 2000

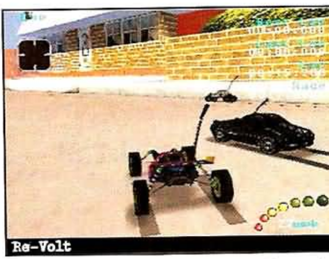
Third and short

The third N64 NFL QB Club game will undoubtedly be the best of the series but many of the improvements may not be obvious at first. you can see immediately, though, that the great graphics are even better. At least 1,200 new animations have been added this year along with a system of transitional animations so that players seem to speed up or slow down more naturally instead of coming to a sudden stop. New AI has been implemented, with the assistance of the Jets' Charlie Weiss, to make player behavior more realistic. Those players will also have hot and cold streaks, both as individuals and as entire teams. Another nice addition is the high, medium and low tackles, plus three-man tackles. Another change is the elimination of the Turbo button. In its place will be a control for quick stops so that a player can reverse direction. There will be a passing meter to control long and short passes, too. QB Club will support the Expansion Pak again this year, but you won't need it for high-res Mode.

The Post-game show

Football wasn't the only topic fo conversation in Florida. Acclaim also brought out the latest versions of NBA Jam 2000, WWF Attitude, Re-Volt and Shadowman. Jam appeared only in a sort of test form that let us compare last year's Jam characters to this year's much more elaborate Jammers. Acclaim says it learned its lesson last year


Shadowman


Re-Volt

and will restore the true Jam Mode to the game while keeping the Simulation Mode as an extra option. In keeping with the true spirit of NBA Jam, Jam 2000 will have lots of special effects, tons of hidden players and codes and a cool new Create-a-Player Mode with famous heads so you can make your own hidden Jammer. The players will be twice as big, up from 300 polygons each to 600 polys of smooth-skinned, high-res perfection. As for the other games, Re-Volt and Shadowman both looked as hot as we felt in the 95-degree heat. That didn't seem to stop Jake Plummer of the Cards from winning the QB Challenge, though. That only leaves the question: How will Madden stand up to the challenge this year? We say, watch out for the Blitz.

HEAVEN ON THE N64?



Konami's Hybrid Heaven has finally arrived, and for players who love thrillers and a combination of action and RPG elements, Hybrid Heaven truly is heaven. The twisting plot line is a major part of the appeal of this N64 game, so we won't go into much detail except to say that it makes the X-Files look pretty tame. If you have an Expansion Pak, you can boost the graphics with two high-res modes—normal and letterboxed, which adds even more of a cinematic sense. The menu-based battle system may seem slow at first, but it turns out to be very strategic in two ways. You'll have to learn how best to attack and counter enemies, and you'll have to consider how best to strengthen yourself. On the action side, you can run, climb, jump and operate items such as the defuser gun that takes out bots but doesn't affect biological entities. The cinematic scenes throughout the game are some of the best we've seen. Certainly, the mystery and surprise twists put Hybrid Heaven in a class by itself for video games. You won't want to miss our special preview in next month's issue.







A RARE LOOK

It's always a treat when new screen shots from our friends at rare arrive at Pak Watch. The latest present included gorgeous views of the three hottest titles of the year–Jet Force Gemini, Perfect Dark and DK 64. We've also been viewing video tape of the games, which leaves no question that the trio of Rare titles will be masterpieces. See if you don't agree.



DK 64



DK 64



Jet Force Gemini



Jet Force Gemini



Perfect Dark



Jet Force Gemini



Jet Force Gemini



...the magic has just begun for Jet Force Gemini, Perfect Dark and DK 64.

Rareware Logo is a trademark of Rare

Pak Peeks

What's breaking in the world of games.

Turok is all the rage

In last month's E3 Preview, we hinted that Acclaim had a new Turok game waiting in the wings. We talked to Iguana Entertainment's Creative Director, David Dienstbier, to get the full scoop. He revealed that the game is tentatively titled Turok: Rage Wars, and it's based on the multi-player arena matches of Turok 2. Rage Wars uses an optimized Turok 2 engine and displays high-res graphics, but it's truly a new concept in N64 gaming. This game is built from the ground up as a multi-player game. Even the one-player mode is played like a multi-player match, with your chosen character moving through 15 all-new arenas in a tournament-like challenge. There will be cool new weapons, four new Story Mode boss characters, and lots of characters for players to choose from, including the Campaigner and Adon. You'll even be able to play as a Mantid or a swarm of Mites. In the Two-player Cooperative Mode, players will join forces to survive the dangers of the arenas. Another innovation is that weapons will have two firing settings. If four players aren't at hand for a multiplayer match, the missing spots can be filled by intelligent bots who will act like human players. Finally, and perhaps the coolest element of all, players will be able to build up and strengthen their characters by winning matches. Here at Pak Watch, we are already sharpening our tech arrows in anticipation of a late '99 release.

A new zone of battle

Battlezone 64 from Crave Entertainment sounded like a good idea when we first heard about it. We figured that the Atari arcade game would make a nice N64 title if it had upgraded graphics and some new game play thrown in. Crave, apparently, wanted even more. Battlezone 64 will have three major gaming modes, two of which are completely new. In the Arcade Mode, players will drive hover tanks into battle in a classic shooting game. In the Pilot Mode, the driver will have mission objectives to complete in each stage. And finally, in the Commander Mode, the game becomes a resource-management style strategy game in which players manipulate units. Crave plans to have all that put together by this fall.


BattleZone

LEGO builds a racer

At long last, LEGO Media has taken the veils off LEGO Racer for the N64. One of your Pak Watch editors recently traveled to LEGO Land in Carlsbad, California, to witness the debut of the game. What we found was a mix of Lego creativity and N64 racing. The most interesting part of the game is that players create their cars, drivers, and even a license plate from virtual LEGO blocks. You begin with a chassis for the car then add pieces to make your dream hotrod. During races, you'll pick up more LEGO pieces that you can add to the car. Or you can build an entirely new car whenever you want with your new bricks. The game has 12 courses based on four popular LEGO themes–pirates, castle, space and adventurers. All of the settings are built—you guessed it—from LEGO blocks, as well. In addition to racing against another player, drivers can challenge champions from various LEGO System themes, such as Rob n' Hood and Captain Redbeard. Development at High Voltage Software has kicked into high gear, and LEGO hopes to release the game in September or October.



LEGO Racer



LEGO Racer

N64 in the works

Lots of game announcements happened at the last minute before E3, too late for us to include in last month's E3 Preview. We've listed several of the new titles here, but we should have more in our E3 Roundup next month.

Kemco has a lot of irons in the fire right now, but one of the most exciting projects is an N64 version of Daikatana. John Romero, one of the guiding lights of Id Software, is now heading up his own development company, and Daikatana is the first N64 game from this master of action and suspense. The theme of the game is time travel, and one of the four periods that players will visit is classical Greece.

Wildwaters from Ubi Soft may sound like some sort of water park, but it's really a whitewater kayaking game in 3-D. You won't get wet, but you may get tossed around on the six turbulent courses. Looking Glass Studios plans to include five game modes and a two-player option in this extreme paddler. We expect it to be Rumble Pak compatible, but you may want to supply your own life vest.

At THQ, the rumble of bowling balls must never end. The first "realistic" bowling game

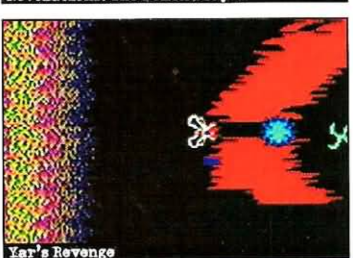
COMING SOON

for the N64 will be THQ's Brunswick Circuit Pro Bowling. If you're not losing sleep over that, maybe the announcement by American Softworks of a Jeff Gordon racing game for the N64 and Game Boy Color will get your engines revving. For those of you who want more hands-on interaction, Midway has announced that an N64 version of its arcade boxing game, Ready 2 Rumble, is on the way. Activision has two new projects in the pipeline–X-Men and Nightmare Creatures 2. Eidos is working on Gex 3: Deep Cover Gecko, although it's likely that another publisher will release the game. And finally, former-distributor-turned-publisher, Vatical, has two games in the works—Carnivale and Polaris's Snowcross.

THE GBC Network

Game Boy Color development continues to grow at new and established studios and publishers. Here are a few of the latest announcements. Fox Interactive plans to put together a Game Boy Color version of Croc, which was a hit action game developed by Argonaut. Majesco is recreating Mega Man 5 for the small screen while Vatical has it sights set on a Game Boy Color version of Deer Hunter, the surprise PC hit. Another new publisher, Telegames, is finishing up development on Yar's Revenge, while long-time publisher and developer, Atlus, has just wrapped up Revelations: The Demon Slayer, an epic game in the traditional Japanese style of RPGs.


Revelations: The Demon Slayer


Yar's Revenge

Pokémon Pinball



Nintendo

Armorines


Acclaim

Quake II


Activision

Jet Force Gemini


Rare

ExciteBike 64


Nintendo

Duke Nukem

GT Interactive

PAK WATCH

RELEASE FORECAST

SUMMER 1999

WWF ATTITUDE
COMMAND & CONQUER
DUKE NUKEM: ZERO HOUR
HYBRID HEAVEN
MARIO GOLF
QUAKE II
RAYMAN 2
RE-VOLT
ROAD RASH
RUGRATS: SCAVENGER HUNT
SHADOWMAN
TONIC TROUBLE
WORLD DRIVER: CHAMPIONSHIP
BLACK BASS LURE FISHING
CAESARS PALACE II
F-1 WORLD GRAND PRIX
POKéMON PINBALL
WICKED SURFING
YODA STORIES

FALL 1999

ARMY MEN: SARGE'S HEROES
BASS HUNTER 64
BASSMASTERS 2000
BATTLEZONE 64
BLITZ 2000
CASTLEVANIA II
DK 64
DUCK DODGERS IN THE 23½ CENTURY
EXCITEBIKE 64
GAUNTLET: LEGENDS
HARRIER 2001
HARVEST MOON 64
HOT WHEELS
HYDROTHUNDER
HYPER-BIKE
JEREMY MCGRATH SUPERCROSS 2000
KOBE BRYANT IN NBA COURTSIDE 2
LEGO RACER
MADDEN NFL 2000
MK SPECIAL FORCES
MONOPOLY
MONSTER TRUCK MADNESS
NBA JAM 2000
NBA LIVE 2000
NFL QUARTERBACK CLUB 2000
NUCLEAR STRIKE
PERFECT DARK
POKéMON STADIUM
RAINBOW SIX
RAT ATTACK
RESIDENT EVIL 2
RIDGE RACER 64
ROADSTER TROPHY
STARCRAFT
SUPERCROSS 2000
TAZ EXPRESS
TIGER WOODS 2000 PGA TOUR GOLF
TOP GEAR RALLY 2
TUROK: RAGE WARS
WCW MAYHEM
WINBACK
XENA: WARRIOR PRINCESS
1942
ALICE IN WONDERLAND
ASTEROIDS
BABE & FRIENDS
BEAUTY & THE BEAST
BIONIC COMMANDO
CASTLEVANIA II
CRYSTALIS
CROC
DAFFY DUCK
DEER HUNTER
GHOSTS & GOBLINS
GODZILLA
ISS 2000
NBA IN THE ZONE 2000
NBA LIVE 2000
NHL BLADES OF STEEL 2000
MARIO GOLF
MEGA MAN 5
MICKEY RACING
TIGER WOODS GOLF
PAPERBOY
POKéMON YELLOW
QUEST RPG: BRIAN'S JOURNEY
RESIDENT EVIL
REVELATIONS: THE DEMON SLAYER
SPEEDY GONZALEZ
STREET FIGHTER ALPHA
TAZMANIAN RUSH
TOY STORY 2

FUTURE

ARMORINES
ASTEROIDS 64
BATTLETANX 2
BRUNSWICK CIRCUIT PRO BOWLING
CARMAGEDDON II
DAIKATANA
EARTHWORM JIM 3D
ETERNAL DARKNESS
F-1 WORLD GRAND PRIX II
GEX 3: DEEP COVER GECKO
JUNGLEBOTS
KIRBY 64
LOONEY TUNES: SPACE RACE
THE NEW ADVENTURES OF BATMAN
NIGHTMARE CREATURES 2
NOMENQUEST
OGRE BATTLE 3
PAPERBOY 3D
READY 2 RUMBLE
RIQA
SHADOWGATE RISING
SPACE INVADERS
SPIDER-MAN
SUPER MARIO ADVENTURE
TOY STORY 2
TWELVE TALES: CONKER 64
VIGILANTE 8: SECOND OFFENSE
X-MEN
WILDWATERS
WILD METAL COUNTRY
AZURE DREAMS
CATWOMAN
DÉJÀ VU 2
EWJ: MENACE 2 THE GALAXY
MICRO MACHINES V3
RALLY RACING
ROADSTERS '99
SAN FRANCISCO RUSH
SILICON VALLEY
SPAWN
YAR'S REVENGE

NINTENDO 64
GAME BOY COLOR

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 120 (May '99): Guide to E3, *Star Wars*: Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000, Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, AirBoardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, Nintendo Power Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars:* Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review–Part 2, Body Harvest–Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, *Star Wars:* Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review–Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

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Coming Next Issue...

Volume 122, July 1999

Racing addicts, count the days! The July issue of Nintendo Power grabs the wheel of World Driver: Championship. We'll have a white-knuckled account of the slick Midway racer that's burning up the international tracks. But this isn't the usual five-minute speed freak game. It's high-stakes career racing, so be ready to go where no N64 racer has gone before.

WORLD DRIVER championship





COMMAND & CONQUER



A new mode of gaming shells the N64 world next month, and this mad Pak lugs out some wicked artillery. We'll jump into a bunker for frontline coverage of how to outwit and outflank your enemies.

HYBRID HEAVEN

This conspiracy thriller about genetic splicing is only part of the species-grafting goodness behind Hybrid Heaven. Next month, we'll tackle Konami's title that dares to slice and dice entire gaming genres.



E3 Revealed!

Are you crazy for games we sneak-peeked in last month's preview of the Electronic Entertainment Expo? Just wait until next month, when we report on jaw-droppers that took E3 by surprise!



N64

1. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All-Star Tennis '99
7. Automobili Lamborghini
8. Banjo-Kazooie
9. Battletanx
10. Beetle Adventure Racing
11. BioFreaks
12. Blast Corps
13. Blitz
14. Body Harvest
15. Bomberman Hero
16. Bomberman 64
17. Buck Bumble
18. Bust-A-Move 2
19. Bust-A-Move '99
20. California Speed
21. Castlevania
22. Chameleon Twist
23. Chameleon Twist 2
24. Charlie Blast's Territory
25. Chopper Attack
26. Clay Fighter 63 1/3
27. Cruis'n USA
28. Cruis'n World
29. Dark Rift
30. Deadly Arts
31. Diddy Kong Racing
32. Doom 64
33. Dual Heroes
34. Duke Nukem 3-D
35. Duke Nukem: Zero Hour
36. Extreme-G
37. Extreme-G 2
38. F-1 Pole Position 64
39. F-1 World Grand Prix
40. F-Zero X
41. FIFA '99
42. FIFA Road to World Cup '98
43. FIFA Soccer 64
44. Fighter's Destiny
45. Fighting Force 64
46. Flying Dragons
47. Forsaken
48. Fox Sports College Hoops '99
49. Gex 64: Enter the Gecko
50. Glover
51. Goemon's Great Adventure
52. Golden Nugget
53. GoldenEye 007
54. GT 64 Championship Edition
55. Hexen
56. Iggy's Reckin' Balls
57. International Superstar Soccer '98
58. International Superstar Soccer 64
59. Jeopardy!
60. Ken Griffey Jr.'s Slugfest
61. Killer Instinct Gold
62. Knife Edge
63. Kobe Bryant in NBA Courtside
64. The Legend of Zelda: Ocarina of Time
65. Lode Runner 3D
66. Mace the Dark Age
67. Madden '99
68. Madden 64
69. Magical Tetris Challenge featuring Mickey
70. Mario Kart 64
71. Mario Party
72. Mike Piazza's StrikeZone
73. Milo's Astro Lanes
74. Mischief Makers
75. Mission: Impossible
76. MLB featuring Ken Griffey Jr.
77. MLBPA Bottom of the 9th (N64)
78. Mortal Kombat 4
79. Mortal Kombat Mythologies: Sub-Zero
80. Mortal Kombat Trilogy
81. Multi Racing Championship
82. Mystical Ninja Starring Goemon
83. Nagano Winter Olympics '98
84. NASCAR '99
85. NBA Hangtime
86. NBA In the Zone '98
87. NBA In the Zone '99
88. NBA Jam '99
89. NBA Live '99
90. NFL Quarterback Club '98
91. NFL Quarterback Club '99
92. NHL Blades of Steel
93. NHL Breakaway '98
94. NHL Breakaway '99
95. NHL '99
96. NHLPA and NHL Present Gretzky's 3-D Hockey '98
97. Nightmare Creatures
98. O.D.T.
99. Off-road Challenge
100. Olympic Hockey Nagano '98
101. Penny Racers
102. PilotWings 64
103. Pokémon Snap
104. Quake
105. Quest 64
106. Rampage Universal Tour
107. Rampage World Tour
108. Robotron 64
109. Rush 2
110. San Francisco Rush: Extreme Racing
111. S.C.A.R.S.
112. Shadowgate 64
113. Snowboard Kids
114. Snowboard Kids 2
115. South Park
116. Space Station Silicon Valley
117. Star Fox 64
118. Star Soldier: Vanishing Earth
119. *Star Wars*: Episode One Racer
120. *Star Wars*: Rogue Squadron
121. *Star Wars*: Shadows of the Empire
122. Starshot
123. Super Mario 64
124. Super Smash Bros.
125. Superman
126. 1080° Snowboarding
127. Tetrisphere
128. Tonic Trouble
129. Top Gear Overdrive
130. Top Gear Rally
131. Triple Play 2000
132. Turok: Dinosaur Hunter
133. Turok 2: Seeds of Evil
134. Twisted Edge Snowboarding
135. Vigilante 8
136. Virtual Chess 64
137. Virtual Pool 64
138. VRally: Edition '99
139. Waialae Country Club: True Golf Classics
140. War Gods
141. Wave Race 64
142. Wayne Gretzky's 3-D Hockey
143. WCW Nitro
144. WCW/nWo Revenge
145. WCW Vs. nWo: World Tour
146. Wetrix
147. Wheel of Fortune
148. Wipeout 64
149. World Cup '98
150. WWF War Zone
151. Yoshi's Story

Game Boy

152. A Bug's Life
153. All-Star Baseball 2000
154. Arcade Hits: Defender/Joust
155. Arcade Hits: 720 Degrees
156. Arcade Hits: Spy Hunter/Moon Patrol
157. Black Bass Lure Fishing
158. Blitz
159. Bomberman GB
160. The Bugs Bunny Crazy Castle 3
161. Bust-A-Move 2
162. Carrot Crazy
163. Castlevania Legends
164. Chessmaster
165. Conker's Pocket Tales
166. Donkey Kong Land
167. Donkey Kong Land 2: Diddy's Kong Quest
168. Donkey Kong Land 3
169. Donkey Kong '94
170. Dr. Mario
171. FIFA Road to World Cup '98
172. Final Fantasy Adventure
173. Final Fantasy Legend
174. Final Fantasy Legend II
175. Final Fantasy Legend III
176. Frogger
177. Game & Watch Gallery
178. Game & Watch Gallery 2
179. Gex
180. Harvest Moon
181. Hexcite
182. International Superstar Soccer '98
183. James Bond 007
184. Ken Griffey Jr. Presents: MLB
185. Kirby's Dream Land 2
186. Kirby's Pinball Land
187. Legend of the River King GB
188. Legend of the Sea King
189. The Legend of Zelda: Link's Awakening DX
190. Logical
191. Mega Man
192. Mega Man V
193. Men in Black
194. Metroid II: Return of Samus
195. Mickey Mouse: Magic Wand
196. Monopoly
197. Montezuma's Return
198. Mortal Kombat 4
199. Ms. Pac-Man
200. Mulan
201. Mystical Ninja Starring Goemon
202. NBA In the Zone
203. NBA Jam '99
204. NHL Blades of Steel
205. Pitfall
206. Pocket Bomberman
207. Pokémon
208. Power Quest
209. Prince of Persia
210. Quest for Camelot
211. R-Type DX
212. Rats
213. Rugrats
214. San Francisco Rush
215. Shadowgate Classic
216. Shanghai Pocket
217. Small Soldiers
218. Smurf's Nightmare
219. Spy Vs. Spy
220. Super Breakout
221. Super Mario Land
222. Super Mario Land 2: 6 Golden Coins
223. Superman
224. Tetris
225. Tetris Attack
226. Tetris DX
227. Tetris Plus
228. Top Gear Pocket
229. Tonic 2
230. Twouble
231. Wario Land: Super Mario Land 3
232. Wario Land II
233. WWF Raw

Upcoming Releases & Other Picks

234. 1942 (Game Boy)
235. 40 Winks (N64)
236. All Star Basketball 2000 (N64)
237. Andretti Racing (N64)
238. Armorines (N64)
239. Army Men: Sarge's Heroes (N64)
240. Asteroids (Game Boy)
241. Asteroids (N64)
242. Azure Dreams (Game Boy)
243. Bebe's Friends (Game Boy)
244. Bass Hunter 64 (N64)
245. Bassmasters 2000 (N64)
246. Batman and Robin (N64)
247. Battletanx 2 (N64)
248. Battlezone (N64)
249. Bionic Commando (Game Boy)
250. Blitz 2000 (N64)
251. Blues Brothers 2000 (N64)
252. Bomberman 3 (N64)
253. Brunswick Circuit Pro Bowling (N64)
254. Bust-a-Move '99 (Game Boy)
255. Caesars Palace (N64)
256. Carmageddon II: Carpocalypse Now (N64)
257. Carnivale (N64)
258. Castlevania II (Game Boy)
259. Castlevania II (N64)
260. Catwoman (Game Boy)
261. Centipede (Game Boy)
262. Command & Conquer (N64)
263. Conker's Pocket Tales (Game Boy)
264. Croc (Game Boy)
265. Crystalis (Game Boy)
266. Daffy Duck (Game Boy)
267. Daikatana (N64)
268. Deer Hunter (Game Boy)
269. Déjà Vu 2 (Game Boy)
270. Donkey Kong 64 (N64)
271. Dragon Storm (N64)
272. Duck Dodgers in the 23 1/2 Century (N64)
273. Duke Nukem (Game Boy)
274. EarthBound 64 (N64)
275. Earthworm Jim 3D (N64)
276. Earthworm Jim: Menace II the Galaxy (Game Boy)
277. Eternal Darkness (N64)
278. F-1 World Grand Prix (Game Boy)
279. F-1 World Grand Prix II (N64)
280. FIFA 2000 (Game Boy)
281. Game Boy Camera & Printer
282. Game Boy Color
283. Gauntlet Legends (N64)
284. Gex 3: Deep Cover Gecko (N64)
285. Ghosts & Goblins (Game Boy)
286. Godzilla (Game Boy)
287. Harrier 2001 (N64)
288. Harvest Moon (N64)
289. Hercules (N64)
290. Hot Wheels (N64)
291. Hybrid Heaven (N64)
292. Hydro Thunder (N64)
293. Hype: The Time Quest (N64)
294. Hyper Bike (N64)
295. ISS Soccer 2000 (Game Boy)
296. Jeff Gordon Racing (N64)
297. Jeremy McGrath's Supercross 2000 (N64)
298. Jet Force Gemini (N64)
299. Junkbots (Game Boy)
300. Ken Griffey Jr. Slugfest (Game Boy)
301. Kirby 64 (N64)
302. Klax (Game Boy)
303. Knockout Kings (N64)
304. Kobe Bryant Basketball 2 (N64)
305. LastLegion UX (N64)
306. Legend of the River King 64 (N64)
307. Lego Racers (N64)
308. Lode Runner 64 (N64)
309. Looney Tunes (Game Boy)
310. Looney Tunes Space Race (N64)
311. Madden 2000 (N64)
312. Madden NFL 2000 (Game Boy)
313. Magical Tetris Challenge (Game Boy)
314. Mario Golf (Game Boy)
315. Mario Golf (N64)
316. Mega Man 5 (Game Boy)
317. Metal Gear Solid (Game Boy)
318. MK: Special Forces (N64)
319. Monaco Grand Prix 2 (N64)
320. Monopoly (N64)
321. Monster Truck Madness (N64)
322. Motocross Maniacs (Game Boy)
323. NBA In the Zone 2000 (N64)
324. NBA In the Zone (Game Boy)
325. NBA Jam 2000 (N64)
326. NBA Live 2000 (N64)
327. NHL 2000 (N64)
328. NHL Blades of Steel 2000 (Game Boy)
329. NHL Blades of Steel 2000 (N64)
330. Nightmare Creatures 2
331. Nomensquest (N64)
332. Nuclear Strike (N64)
333. Ogre Battle 3 (N64)
334. Paperboy (Game Boy)
335. Paperboy (N64)
336. Perfect Dark (N64)
337. Pocket Bowling (Game Boy)
338. Pocket Pikachu
339. Pokémon Pinball (Game Boy)
340. Pokémon Stadium (N64)
341. Pokémon Yellow (Game Boy)
342. Polaris's Snowcross (N64)
343. Quake II (N64)
344. Quest RPG: Brian's Journey (Game Boy)
345. Rainbow Six (Game Boy)
346. Rainbow Six (N64)
347. Rally Racing (Game Boy)
348. Rat Attack (N64)
349. Rayman 2: The Great Escape (N64)
350. Ready 2 Rumble (N64)
351. Resident Evil 2 (Game Boy)
352. Resident Evil 2 (N64)
353. Re-Volt (N64)
354. Riqa (N64)
355. Road Rash (N64)
356. Rugrats (N64)
357. Rugrats 2 (Game Boy)
358. San Francisco Rush (Game Boy)
359. Shadow Man (N64)
360. Shadowgate Rising (N64)
361. SimCity (N64)
362. Smurfs (N64)
366. Space Invaders (N64)
367. Space Station Silicon Valley (Game Boy)
368. Spawn (Game Boy)
369. Speedy Gonzales (Game Boy)
370. Spiderman (N64)
371. Starcraft (N64)
372. Street Fighter Alpha (Game Boy)
373. Super Mario Adventure (N64)
374. Super Mario 64 2 (N64)
375. Supercross (N64)
376. Tamagotchi (N64)
377. Tarzan (Game Boy)
378. Taz Express (N64)
379. Tazmanian Rush (Game Boy)
380. Tiger Woods (Game Boy)
381. Tiger Woods (N64)
382. Titus Jr. (Game Boy)
383. Tomb Raider (Game Boy)
384. Top Gear Rally 2 (N64)
385. Toy Story 2 (Game Boy)
386. Toy Story 2 (N64)
387. Turok: Rage Wars
388. Twelve Tales: Conker 64 (N64)
389. Vigilante 8: Second Offense (N64)
390. WCW Mayhem (N64)
391. Wicked Surfing (Game Boy)
392. Wild Metal Country (N64)
393. WinBack (N64)
394. World Driver Championship (N64)
395. WWF Attitude (Game Boy)
396. WWF Attitude (N64)
397. Xena: Warrior Princess (N64)
398. X-Men
399. X-Stream
400. Yar's Revenge
401. Yoda Stories (Game Boy)